BRADYGAMES®
OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®

# AGE OF CONAN®
## HYBORIAN ADVENTURES

COVERS WINDOWS® PC

BASED ON A GAME RATED BY THE ESRB M MATURE 17+

eidos

FUN COM

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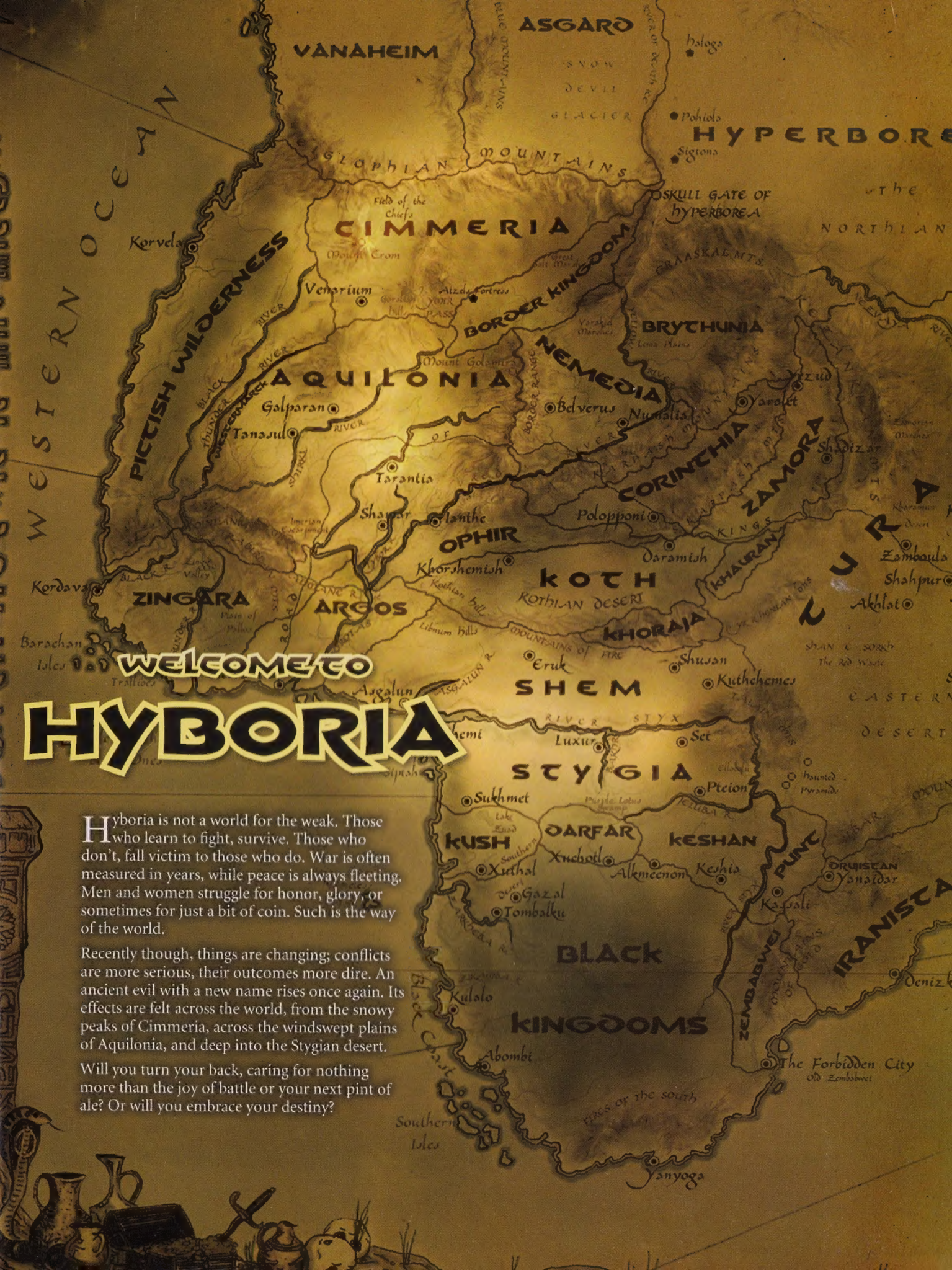



Hyboria is not a world for the weak. Those who learn to fight, survive. Those who don't, fall victim to those who do. War is often measured in years, while peace is always fleeting. Men and women struggle for honor, glory, or sometimes for just a bit of coin. Such is the way of the world.

Recently though, things are changing; conflicts are more serious, their outcomes more dire. An ancient evil with a new name rises once again. Its effects are felt across the world, from the snowy peaks of Cimmeria, across the windswept plains of Aquilonia, and deep into the Stygian desert.

Will you turn your back, caring for nothing more than the joy of battle or your next pint of ale? Or will you embrace your destiny?

MAKING YOUR WAY . . . . . 4

CROSSING BLADES . . . . . 14

BEYOND STEEL AND SPELLS . 16

CHOOSING A PATH

*MAGE* . . . . . *20*

Demonologist . . . . . 22

Herald of Xotli . . . . . 33

Necromancer . . . . . 42

*PRIEST* . . . . . *54*

Bear Shaman . . . . . 56

Priest of Mitra . . . . . 66

Tempest of Set . . . . . 75

*ROGUE* . . . . . *84*

Assassin . . . . . 86

Barbarian . . . . . 94

Ranger . . . . . 103

*SOLDIER* . . . . . *112*

Conqueror . . . . . 114

Dark Templar . . . . . 124

Guardian . . . . . 134

WASHED UP ON UNFORGIVING SHORES . . . . 144
TORTAGE . . . . . 148
White Sands Isle . . . . . 153
Acheronian Ruins . . . . . 163
The Volcano . . . . . 167
CIMMERIA . . . . . 176
Conarch Village . . . . . 176
Conall's Valley . . . . . 180
Cimmerian Settlement . . . . . 185
Fields of the Dead . . . . . 192
STYGIA . . . . . 204
Khemi . . . . . 204
Khopshef Province/Bubshur . . . . . 207
AQUILONIA . . . . . 224
Old Tarantia . . . . . 225
Tesso . . . . . 231
The Border Ranges . . . . . 236
The Maze . . . . . 242
The Sanctum of the Burning Souls . . . . . 250
The Noble District . . . . . 254
MAPS . . . . . 262
KNOCKING SOME SENSE INTO FRIENDS AND FOES . . . . . 278
CRAFTING . . . . . 280
GLOSSARY . . . . . 300

Welcome to the official strategy guide for *Age of Conan: Hyborian Adventures*! These pages hold everything you need to prepare for life in this harsh and beautiful land. While this guide may overlap with some of the information found in the user's manual, it is meant to supplement that information, not replace it. Among other things inside the guide, there is information to help you choose a class as well as a profession. There are maps for many cities and information on quests to help get you started on your life in Hyboria!

# MAKING YOUR WAY

## EQUIPMENT & INVENTORY

To access your Equipment and Inventory windows, click on the leftmost of the five icons at the top of the screen. This opens up an Equipment box on the left and your Inventory on the right.

### Equipment

The "paper doll" on the left shows what items are equipped, as well as the available spots for equipping items. Each space can hold one type of item. As you come across different types of gear, run your mouse over it to see its stats. If the item is better than what you are wearing, drag it from your bag into the appropriate spot on your paper doll, or double click, to equip it.

Mouse over an item in your inventory and to see it in comparison to the item you are currently wearing, if you have something already equipped in that slot.

Each item has a set of stats that defines how it is worn or used.

#### Item Type

Your character's class determines which of the many different types of armor and weapons may be used.

#### Requirement

Many items have a level requirement your character must meet in order to equip them.

#### Wear Location

This lets you know where a particular item is worn. For example, can that sword be used in either hand, or just a main hand weapon?

#### Item Limitations

Some items, especially many quest rewards, are Not Tradable. This means that you can't give them to another player but must equip or sell them.

#### Modifications

These are the stats that make this piece of equipment unique. On armor the Defense Rating is here. On weapons, the DPS appears. Modifications also include any other bonuses granted by an item, such as attributes or resistance increases.

#### WHO CAN WEAR THAT?

Your character won't be able to equip every item you come across. Many items are restricted for use by certain classes or by level. If an item is useable, it has a blue background, if not, the background is orange.

Depending on your class, your character may be able to equip more than one weapon at a time. For instance, you may use a sword for close combat but also use a crossbow at range. To equip another weapon, use the button with the two arrows at the bottom of your paper doll window to switch your main weapon into the alternate spot. Equip your other weapon as usual and use the arrows to switch back and forth. Outside of the inventory screen, press Shift + R to switch between these weapons.

### Inventory

The inventory screen on the right shows you how much money you have in Gold, Silver, Copper, and Tin. In addition, there are three tabs at the top:

#### Bag

Your character's bag contains any useable or saleable items received for completing quests or from looting enemies. You start with 24 open spots, though you have the option to increase this later on by purchasing an additional bag at select merchants and equipping it into the allotted space.

#### Resource

Any crafting resources gathered appear under the resource tab. Though it looks the same size as your bag, there are additional pages, which are accessed by clicking the arrows at the bottom of the inventory box. Any resources you harvest automatically go into this bag; it isn't necessary to move them from your regular inventory.

#### Quest

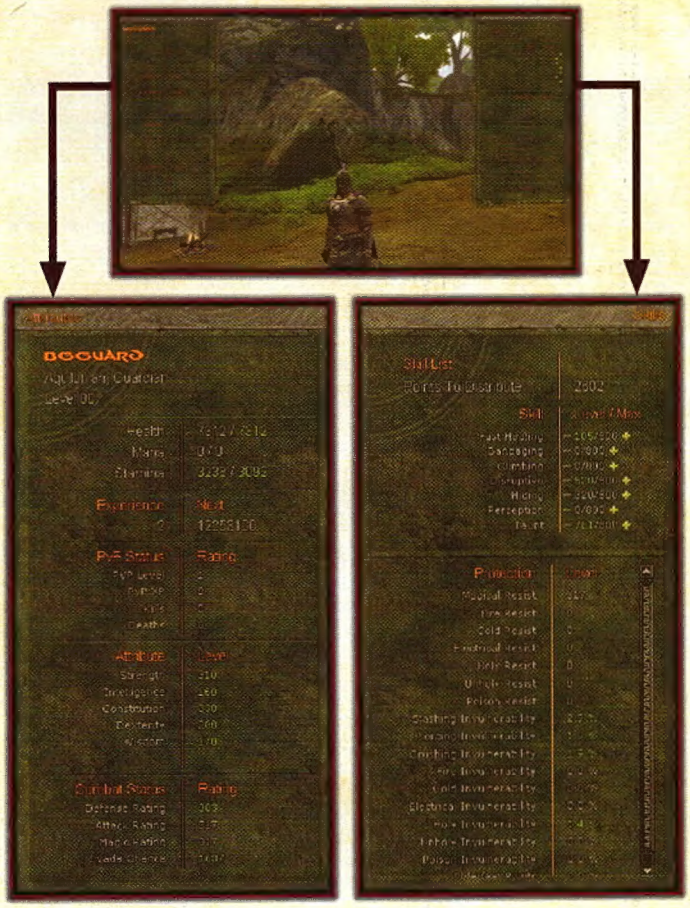
This tab provides room to cart around the items that you collect for quests.

# Attributes & Skills

The second button from the left opens your Skills and Attributes windows. Review all the important information about your character here.

## Attributes

On the left of the screen is the Attributes window. This shows the class, level and all the statistics that make up your character, each one important in its own way.



### Health

This is the amount of health you have. Use healing spells and potions to restore what is lost in battle. It also regenerates when you are out of combat.

### Mana

Mana is used to cast spells. Your mana pool regenerates when you are out of combat.

### Stamina

Stamina is used to perform your combo attacks or for demanding physical activities such as sprinting. It regenerates when you are out of combat.

### Experience

As you defeat enemies and complete quests you gain Experience. Once you gain enough Experience, you raise in levels. You can monitor your experience here, or by mousing over the gold Experience Bar at the bottom of the screen.

### Strength

Strength increases the physical damage dealt with most melee weapons (Daggers are the exception to this rule). The more muscle you can put behind a swing, the more likely it is to crack open someone's skull.

### Intelligence

Intelligence increases the amount of Mana available for spell casting and increases the damage done by those in the Mage archetype when casting spells.

### Constitution

Constitution increases Life and Stamina, making your character hardier and better able to survive. Hyboria is a harsh land and higher constitution often leads to longer life.

### Dexterity

This attribute increases your Defensive Rating, lessening the damage you take and adding to your Stamina. It also increases the damage you do with daggers and ranged weapons.

### Wisdom

Wisdom increases the Magic Damage done by those in the Priest archetype. It also increases the amount of Mana available to them for spell casting.

Your attributes raise automatically as you level, but to really increase them, you must carefully select the items you carry. Many weapons, armor, and accessories give bonuses to certain attributes or Combat Status Ratings, which are Defense Rating, Attack Rating and Magic Rating. These ratings are also displayed in the Attributes window.

### Defense Rating

This reduces the amount of damage you take from Physical Attacks. The amount of the reduction depends on the attacker's Attack Rating and your Defense Rating.

### Attack Rating

This increases the amount of damage you do with Physical Attacks. The bonus depends on your Attack Rating and the target's Defensive Rating.

### Magic Rating

This rating increases the amount of damage you do with Magical Attacks. The bonus depends on your Magical Rating and your target's amount of Magic Resist.

### PvP Status

Your character's PvP status also appears in this window. The information found here includes PvP Level, and PvP experience as well as how many kills and deaths you have total.

## Skills

The right hand window provides your Skill List and Resistances. As you gain experience, you gain Skill Points that are distributed among your various skills. Some you gain as you level, others aren't available to every class.

Next to each Skill is the number of points currently put into that skill and the maximum number of points for that skill. The maximum amount you are able to put into each skill is 10x your level. To raise your skills past this limit, equip items that give bonuses to that skill.

### Bandaging

This ability increases the regeneration rate of your Health. The amount you regenerate is based on your Bandaging Skill and your level.

### Fast Healing

Gives you a chance to regenerate double the amount of life when using the Bandage ability. The chance depends on your skill level and current level.

### Climbing

The Climbing skill determines if you can climb certain terrains.

### Hiding

This ability gives you a chance to avoid detection by enemies.

### Perception

The Perception skill increases your chance to detect hidden enemies. Perception is vital if you focus on PvP.

### Renew Mana

Increases the regeneration rate of Mana. The amount regenerated depends on the skill rating and your level.

### Mana Attractor

This skill gives you the chance to regenerate double the amount of Mana when using the Renew Mana skill.

## Casting Concentration

Increasing this skill decreases the chance of your spell-casting being interrupted by attacks.

## Disruptive

This skill increases the chance of interrupting an opponent's spell-casting.

## Taunt

This skill provides a chance to generate additional threat with each attack. The chance depends on your Taunt skill and level. This skill helps you keep the attention of an enemy, keeping its attacks focused on you, which makes you valuable in any group.

Beneath the Skill List is a listing of Resistances. Each one factors into how much damage you take when attacked with these elements or types of attack. Certain buff spells and certain pieces of equipment raise these values.

## Magical Resist

The higher the number, the more it reduces the damage taken from Magical Attacks. The amount of the reduction depends on the attacker's Magic Rating and your Magical Resist score.

## Fire, Cold, Holy, Unholy, and Poison Resist

These resistances are added to your Magical Resist for additional defense against these specific types of magical attacks.

## Physical Invulnerabilities

Slashing, Piercing, Crushing, Fire, Cold, Electrical, Holy, Unholy, and Poison Invulnerability scores all affect the Physical Damage taken. If the number is positive, you absorb that much of the damage. If it is negative, the damage you take is increased by that amount.

# COMBO ATTACKS, SPECIAL ABILITIES, & SPELLS

Select the middle button at the top of the screen. This gives access to Combos, Abilities, and Spells. These are the skills that define each class. Whether you rely on melee moves, magic, or a combination of the two, everything you need is found here.

## Abilities

Abilities are basic actions characters perform. Many of them are shared by all classes, others are specific to an archetype or class. As a character levels, they gain new abilities, so it is a good idea to keep an eye on the Abilities List. Abilities shared by all classes are listed here.

### Resting

Activating this ability increases the rate of out of combat health, stamina, and mana regeneration. It cannot be used in combat and you cannot perform other actions while Resting.

### Path of Asura

Using this ability teleports your character back to wherever he or she is bound. Speak to Wayfarers of Asura throughout Hyboria to bind to a location. This ability can not be used in combat.

### Hide

This ability allows you to sneak around, providing the chance to move past enemies undetected.

### Search

This ability increases the chance to detect characters and enemies that are Hiding.

### Toggle Combat

This ability toggles combat mode. Backslash (\) is the shortcut key, but you can drag this ability to your hotbar if you prefer.

Your abilities also include basic directional attacks. These default to buttons 1, 2, and 3 of your hotbar, but you can grab them from the Ability List if you choose to put them someplace else.

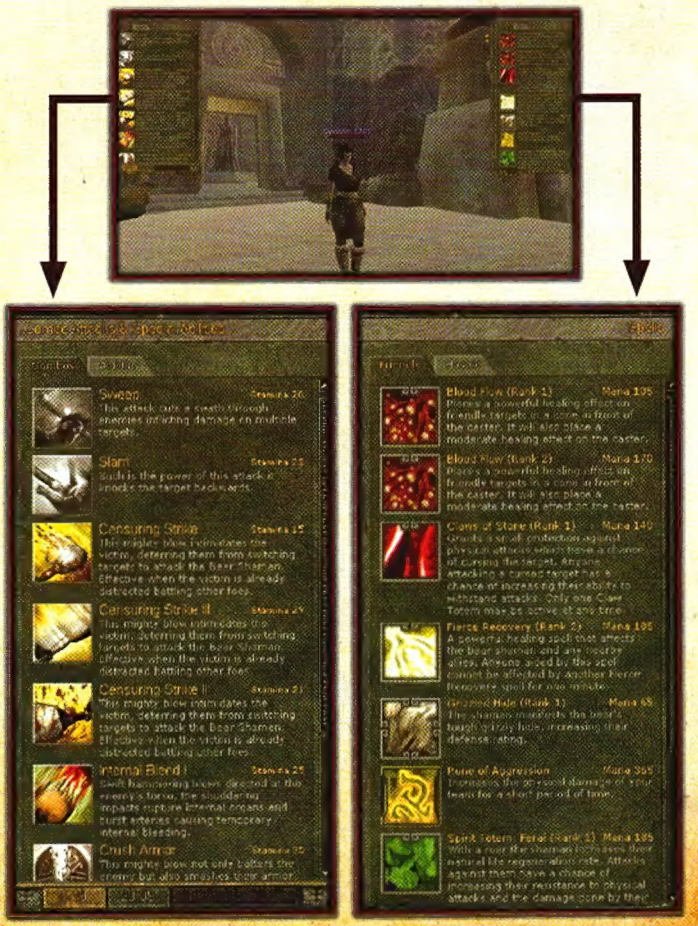
## Combos

The Combos Tab of the Combo Attacks and Special Abilities box is on the left. Every melee class relies on Combos to deal devastating damage in battle. While Combos differ from class to class, any class gaining levels means more Combos. They are divided up by level along the bottom of that box: 1-19, 20-39, 40-59, and 60-80.

Combos from all levels are always available, though the most powerful ones are usually the Combos received at higher levels. Drag the ones you want to use to the hotbar for easy access. For a listing of the Combos available for each class please see the Choosing a Path section of this guide.

## Spells

If your class has access to spells, on the right there is a box containing these Spells. Unlike Combos, these aren't listed by level, but rather are divided by Friendly and Hostile Spells. Friendly spells are beneficial spells you can cast on yourself or other players. These include buffs and healing spells. Hostile spells are ones used to attack enemies. Click and drag these to your hotbar for easy access. There is a listing of spells available to each class in the Choosing a Path section of this guide.



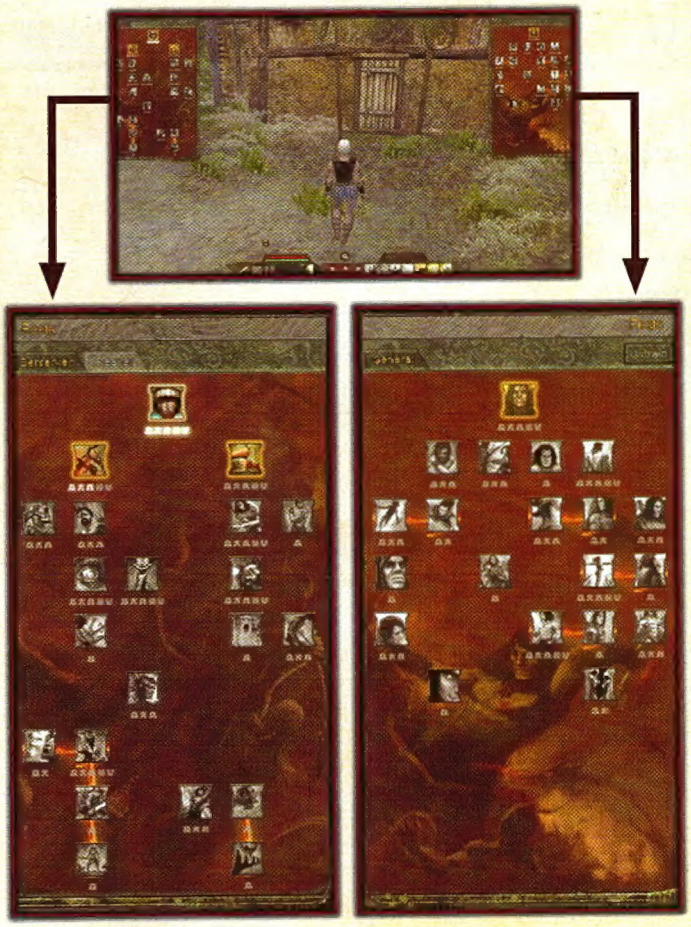
## ACQUIRING SPELLS

Though you may start with a spell or two, most spells are learned through scrolls. Visit the various scroll vendors found in Hyboria to purchase spells. Once the scroll is in your inventory, just double-click it to learn the spell. This places it on your Spell List.

## FEATS

The second tab from the right opens up the Feat Trees. On the right is the General Feat Tree for the character's Archetype. This tree contains Feats available to all classes in that archetype. On the left, each class has two distinct Feat Trees. Click on the Feat Tab near the top to access them. This tab does not appear until you reach level 10.

At level 10 you begin to earn Feat Points each time you level. To spend them, click on the Feat you want to learn. You must start at the top of the Feat Tree. As you spend points in a certain Feat Tree, other Feats become available. For a more detailed look at Feats, please see the Choosing a Path section of this guide.



## QUEST JOURNAL

The last tab on the right opens the Quest Journal. Use this to review your quests, check out quest rewards, and even see quests that you have already completed.

The left hand window has two tabs: Quests and Completed. The quests are organized by Region and Zone. For instance, All the quests you pick up during your time in Tortage are listed under either Tortage Daytime or Tortage Nighttime. They are then further divided up into where the majority of the action takes place. For example, Acheronian Ruins, White Sands, etc. Each of these sub-divisions lists how many quests you have for this area next to the place name.

The color of the name of the quest indicates how difficult it is.

| Color | Difficulty |
|---|---|
| Gray | This quest is far below your level and should be easy for you to complete. |
| Green | This quest is a few levels below you and you should be able to complete it easily. |
| Yellow | This quest is around the same level as you and should be doable if you are prepared and careful. |
| Orange | This quest is slightly higher than your level. You may still be able to manage it, but it is more challenging than quests of lower levels. |
| Red | This quest is a few levels higher than you and presents a difficult challenge. |

## QUESTING SUCCESSFULLY

While quests do vary in difficulty, there is no need to abandon the quests that are below or above your current abilities. Even though Gray and Green quests may seem like a time sink, they aren't. You still get rewarded for their completion, and they may chain into more challenging quests.

When you receive a quest that is too difficult you can wait a few levels before trying again, or grab a friend or two to help you out. Most of the time, having even one ally makes a challenging quest much more manageable.

Select a particular quest to display its details in the right hand window. The name of the quest is at the top, followed by the name of the step you are on currently. Underneath that is the quest description, which includes information on where to go and what to do. The exact objective is listed below the description.

Below the objective are the rewards: XP, Money, and any items. If an item is listed, view it by mousing over it. This allows you to see exactly what you get by completing that quest. This is extremely helpful if you need to focus on procuring certain pieces of equipment.

At the bottom of the right hand Quest Window is the option to Share or Delete the quest. Many quests are sharable with other players. Target the player with whom you want to share the quest and click the Share button. If the player has fulfilled all the prerequisites for that quest, it is shared. Remember that not all quests are shareable, nor are all players eligible for all quests. If you come across a quest that you just don't want to do, and you don't want it hanging around in your Quest Journal, delete it by using the Delete button. There is plenty of room in your Quest Journal, so there is really no need to delete quests unless you just want to clean out your Quest Journal.

Select a quest on the left to track its objectives directly to the left of the Mini-Map. To track a different quest, just select another from the list.

## MINI-MAP

In the upper right hand corner is the Mini-Map. This part of the interface packs a great deal of useful information into a small space.

### Map Markers

The Mini-Map doesn't just show you the surrounding terrain, it also shows you important details:

Indicates where Quest Givers are located. The map also shows quests that you may not be able to pick up just yet.

Show you which NPC's are waiting for you to turn in completed quests.

Shows the locations of Vendors.

Quest Waypoint Markers. Quests you are currently tracking show up in gold, other quests as gray.

It's possible to grab the map with your mouse and move it within the circle. This is useful if you want to see a bit farther ahead but don't want to actually pull out your area map. When you move, the Mini-Map resets back to having your position in the center of the circle.

Use the plus and minus signs found on the right hand side of the map to zoom in and out of the Mini-Map. This is extremely useful when the area around you is heavily populated and you want to see individual NPC's that are nearby.

In the upper left part of the circle, underneath the clock is the tab to access the larger area map. Click and drag the edges to resize the map, and zoom in and out by using the plus and minus signs in the lower right hand corner. This is great for giving you an overview of your area. All the Map Markers you see on the Mini-Map are on the large map as well. To close the Map you can either click on the X in the upper right, or click the map tab again.

### The Shade Indicator

The small diamond at the bottom edge of the Mini-Map is the Shade Indicator. Some classes are more proficient at it than others, but everyone can Hide. Your chances of success are much greater if you are in the shade. The Shade Indicator helps you to see when you are in a good place to Hide. When the diamond is bright white, you are out in the open in direct light. You can still Hide, but chances are you will be seen. When the diamond goes completely dark, you are in the perfect place to Hide, and are more difficult to detect. Hiding is affected by more than just this Shade Indicator, and where you choose to Hide does play a big part in your success.

## Receive Your Reward

On the lower left edge of the Mini-Map is an exclamation point in a small circle. If you turn in a quest and did not receive the quest reward because your inventory was full, clear some room in your inventory then click on this button to receive your reward.

## HOTBAR

At the bottom of your screen is the Hotbar. This is where you place Abilities, Combos, Spells, and even items for easy access. Open up the Spells, Combos, and Abilities window and drag your most used Abilities to this bar.

HOTKEYS
Notice that the right hand side of the bar has numbers 1-0 listed. By dragging abilities to these spots they are "hotkeyed" to those numbers. What this means is that instead of clicking on these buttons with your mouse, you can perform the action by pressing the corresponding key on your keyboard.

To access other bars, press the Alt key, or switch between bars by using the up and down arrows near the center of the Hotbar. This is great for spells you don't cast often such as long lasting buffs, or for abilities that you don't accidentally want to trigger while clicking on another button. To add additional, moveable Hotbars, press F10 and add them under Interface Options.

## The Use Button

Directly above the center of your Hotbar is the Use button. Anytime you approach a useable item, such as a door, a loot bag, a chest, or a quest item, click the Use button to interact with it. Another way to interact with objects is to right click on them and select Use.

Directly above the left side of the Hotbar is your character's Health, Stamina, and Mana (if applicable to your class). Monitor these bars carefully as you fight.

On the right hand side is information about your target. Whether you target another player, NPC, or creature, its Health, Stamina, and Mana show up here.

## CHAT

The Chat window connects you with the community in *Age of Conan*. When you begin, your Chat box has three tabs: Chat, Combat, and System. Separating these types of messages allows you to process more easily the deluge of information available. It is convenient to be able to chat in one tab, but then click over to your Combat tab to view what went on in your last battle.

What makes the Chat Window in Age of Conan so useful is its flexibility. Click on the triangle at the far upper left corner of the window to open your customization choices. From here you can adjust the Font Size, set your default Talk To Channel, and decide which channels you want to see in that tab. These options are available for each tab in the Chat Window. Just click on the tab you want to adjust, and change what you wish to by using the drop down menu.

Not only can you change the existing three tabs, but you can create new ones by clicking on the fourth tab with the asterisk (*). Click on this to name it one of the choices provided, or call it whatever you want by choosing Custom on the drop down menu.

Though it may seem like a small feature at first, the flexibility of the Chat Window becomes more and more useful as you move through the game. For instance, if you want to see only your group chat without the intervening walls of text produced by Global Chat, make a tab just for your Group. The Chat Window gives you the flexibility to set it up and change it however you want, whenever you want.

## EMOTES

Emotes are preset actions your character can perform to express certain emotions. To access the list of possible emotes type /emote and hit the tab key. This brings up a list of available emotes. Select one from the list and hit enter to see your character perform the selected emote. You can also type in the name of the emote like this, /emote applaud for example to perform an emote. Try out some on the following list!

| Emotes List | | | |
|---|---|---|---|
| Afraid | Amused | Angry | Applaud |
| Apprehensive | Approve | Ashamed | Bearhug |
| Beckon | Beg | Blowkiss | Bow |
| Burningman | Burp | Bycrom | Bymitra |
| Byset | Cheer | Chicken | Clap |
| Combhair | Confused | Cough | Crossarms |
| Cry | Curse | Curtsey | Disagree |
| Disappointed | Disgusted | Dismiss | Drink |
| Embarrassed | Embrace | Emphasize | Formalgreeting |
| Frustrated | Gigolo | Greet | Grin |
| Haggle | Hi | Horizon | Hugefish |
| Irritated | Laugh | Laughheartily | Lightheaded |
| Lookaround | Loveembrace | Mediumfish | Ovation |
| Play | Point | Pointback | Pointdown |
| Pointleft | Pointright | Pointup | Ponder |
| Poundchest | Pumpleftfist | Pumprightfist | Pushaway |
| Rude | Sad | Salute | Scared |
| Scout | Scratcharm | Shakehead | Shocked |
| Shoo | Sigh | Slitthroat | Smallfish |
| Stop | Surprised | Sway | Tantrum |
| Think | Thirsty | Toast | Track |
| Uneasy | Vomit | Warn | Wary |
| Waveaway | | | |

# Finding Friends, Groups, & Guilds

In the upper left corner of the screen is everything you need to find a person, connect with a group, look for a guild, or sign up for PvP.

The first button opens the People and PvP window.

## People

Use this window to find people. Narrow your search by Region, Race, and Class, as well as by Level Range. You can also narrow your search for just those people looking to join a group or guild.

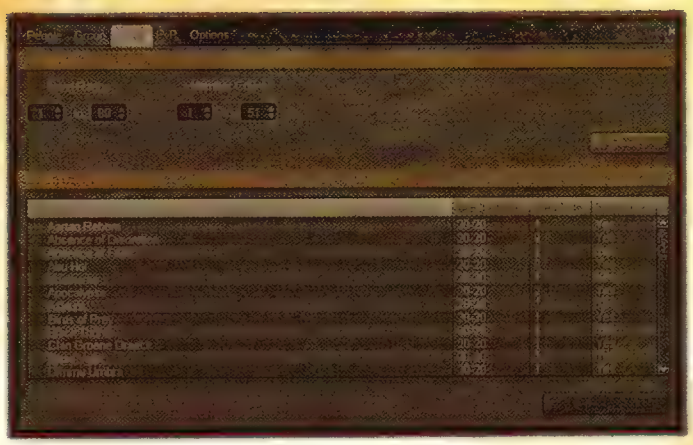
## Group

The Group tab allows you to search for a Group that is looking for more party members. This is great for hooking up with groups in different areas. Select the Regions you are interested in, the appropriate Level Range and Member Count and hit Search. A list of Group Leaders who are looking for more members appears. To join a group, hit the Join Party button at the bottom of the window.

### COMMUNICATION

Though this tool makes it easy to find a group, it is always a good idea to send the group leader a tell before joining. This way, both you and the Group Leader can be sure you have the same goals in mind and that you are a good fit for the group.

## Guild



The Guild tab allows you to search for guilds in *Age of Conan*. For the widest range, leave the Level Range set to 1-80. You can adjust the member count to suit your needs. For instance, if you are only interested in joining a larger guild, adjust the member count to narrow your search appropriately.

Once you hit Search, the results display on the bottom half of the screen. You can see the Guild Name, the Level Range, the Number of Members, and if they are Recruiting or not.

## PVP

This window lets you search for PvP matches of all types. You can use it to sign up for the type of match you most enjoy.

## Options

The Options tab lets you flag yourself as looking for a group (LFG), or looking for a guild. This allows groups and guilds that are recruiting to find you. If you are a group leader, you can also look for more group members using this function.

There is a space here to type in Looking For Group messages and for a Guild Application.

Under the PvP Matchmaking Options you can check to automatically add needed Bloodcoins.

## The Help Function

The small button with the question mark is your Help button. Clicking on it reveals a menu with many frequently asked questions answered for you. This is a great resource and the first place in game you should go if you have a question.

## Friends and Guildmembers Window

The second button opens your Friends and Guild Members window on the right hand side of the screen. This displays which friends or guild members are online, or when they were last online. To see details on each friend, like their location, class, and level, click on the arrow on the upper left part of the window. This expands your view so you can see all the details.

## MOVEMENT

| Command | Button 1 | Button 2 |
|---|---|---|
| Autorun | Pause | |
| Toggle Run/Walk | Backspace | |
| Sit/Stand | | |
| Jump | Spacebar | |
| Enable Sprint | Shift | |
| Move Forward | W Num8 | |
| Move Backward | S | Num2 |
| Turn Left | A | Num4 |
| Turn Right | D | Num6 |
| Strafe Left | Z | |
| Strafe Right | C | |
| Start/Stop Sneaking | H | |

## INTERFACE

| Command | Button 1 | Button 2 |
|---|---|---|
| Toggle Framerate | Ctrl + Alt + F | |
| Toggle User Interface | Alt + Z | |
| Toggle Inventory | I | |
| Toggle Character Pane | P | |
| Toggle Spell Pane | B | |
| Toggle Feat Pane | N | |
| Toggle Journal Pane | J | |
| Quick Help | O | |
| Toggle Map | M | |
| Toggle Tradeskill View | Shift + T | |
| Toggle Friend View | Shift + F | |
| Toggle PVP Stat View | Shift + P | |

## TARGETTING

| Command | Button 1 | Button 2 |
|---|---|---|
| Target nearest enemy | Tab | |
| Target previous enemy | Shift + Tab | |
| Target nearest friend | Ctrl + Tab | |
| Target previous friend | Ctrl + Shift + Tab | |
| Target Self | F1 | |
| Target Group Member 2 | F2 | |
| Target Group Member 3 | F3 | |
| Target Group Member 4 | F4 | |
| Target Group Member 5 | F5 | |
| Target Group Member 6 | F6 | |
| Toggle Name Plates | Shift + N | |

## COMBAT

| Command | Button 1 | Button 2 |
|---|---|---|
| Sheath/Unsheath Weapon | \ | |
| Left Shield | Ctrl + 1 | |
| Center Shield | Ctrl + 2 | |
| Right Shield | Ctrl + 3 | |
| All Shields | Ctrl + 4 | |
| Trigger Reactive | F7 | |
| Assist | F | |
| Show Shields | Ctrl | |
| Active Blocking | X | |
| Swap to Alternate Weapons | Shift + R | |

## ACTION BAR

| Command | Button 1 | Button 2 |
|---|---|---|
| Action Button 1 | 1 | |
| Action Button 2 | 2 | |
| Action Button 3 | 3 | |
| Action Button 4 | 4 | |
| Action Button 5 | 5 | |
| Action Button 6 | 6 | |
| Action Button 7 | 7 | |
| Action Button 8 | 8 | |
| Action Button 9 | 9 | |
| Actoion Button 10 | 0 | |
| Action Button 11 | Q | |
| Action Button 12 | E | |
| Special Action Button 1 | Alt + 1 | |
| Special Action Button 2 | Alt + 2 | |
| Special Action Button 3 | Alt + 3 | |
| Special Action Button 4 | Alt + 4 | |
| Special Action Button 5 | Alt + 5 | |
| Special Action Button 6 | Alt + 6 | |
| Special Action Button 7 | Alt + 7 | |
| Special Action Button 8 | Alt + 8 | |
| Special Action Button 9 | Alt + 9 | |
| Special Actoion Button 10 | Alt + 0 | |
| Special Action Button 11 | Alt + Q | |
| Special Action Button 12 | Alt + E | |
| Action Page 1 | Shift + 1 | |
| Action Page 2 | Shift + 2 | |
| Action Page 3 | Shift + 3 | |
| Action Page 4 | Shift + 4 | |
| Action Page 5 | Shift + 5 | |
| Action Page 6 | Shift + 6 | |
| Action Page 7 | Shift + 7 | |
| Action Page 8 | Shift + 8 | |
| Action Page 9 | Shift + 9 | |
| Action Page 0 | Shift + 0 | |

## MISC

| Command | Button 1 | Button 2 |
|---|---|---|
| Show Mouse in First Person | Alt | |
| Abort Action | Esc | |
| Exit Game | Alt + F4 | |
| Camp to login | Alt + F10 | |
| Use object | U | |
| Take Screenshot | F11 | Alt + F11 |
| Take High Quality Screenshot | Shift + F12 | Alt + F12 |
| Save Video (Mov) | Ctrl + F11 | |
| Save Video (Quicktime) | Ctrl + F12 | |
| Print Character Position in Chat | F9 | |
| Print Character Position to Clipboard | Alt + F9 | |
| Print Extended Character Position in Chat | Shift + F9 | |
| Open Chat Config Window | Shift + C | |
| Show Loot Bags / Objects on Ground | G | |
| Activate Command Input | / | |
| Copy Active Text Region | Ctrl + C | |
| Invert Right Mouse Button | Ctrl + M | |
| Reset Camera Position | Shift + B | |
| Send Bug Report | Ctrl + B | |
| Fast tell | T | |
| Fast reply | R | |
| Activate chat | Enter | |

# CROSSING BLADES

Life is harsh and brutal and the pleasures of ale or wenches do not compare to the thrill of battle. There is no greater pleasure in life than to crush your enemies beneath your feet for glory and conquest.

Such is the way of this Age.

In Age of Conan, combat is immersive, dynamic, and intuitive. To fight successfully, you must move beyond selecting a target and mindlessly mashing buttons. Instead, the combat system engages you. The enemies you encounter react to your attacks in different ways, requiring you to react to them in order to be successful. There is no "autoattack." Each swing of your weapon is directed entirely by you.

The combat is easy to learn, requiring only a few basic moves to start, but gains in complexity as your character grows. By familiarizing yourself with a few basics, you are prepared for almost any challenge.

## TARGETING

Before you can engage in combat, you must select something to attack. To select a creature or enemy, click on it with your mouse, or use Tab. Tab also cycles through all nearby enemies, so be careful you are attacking the one you intend. Selected enemies have a circle on the ground at their feet, as well as an arrow above their head, so that your target is marked and easily seen.

While it's possible to target only one foe at a time, one of the most enjoyable and immersive components of combat is that you often affect more than one target. After all, if you are a heavy axe in a wide arc, it is likely to hit more than its intended target if the area is crowded. Combat physics are grounded in real life models and behave accordingly.

It isn't necessary to select a target to attack with your melee weapons. Even with no target selected, anything hostile that finds itself in your way will be affected by your strikes. It is more efficient to target, so you should choose a primary target for your aggression.

## MELEE COMBAT

Every class is capable of melee combat, though some are more adept at it. In the center of your hot bar are your melee combat buttons. You start the game with three basic directional attacks:

| | | |
|---|---|---|
| 1 | 1 | Upper Left Attack |
| 2 | 2 | Overhead Attack |
| 3 | 3 | Upper Right Attack |
| At level 40 you gain two additional directional attacks | | |
| Q | Q | Lower Left Attack |
| E | E | Lower Right Attack |

### COMBAT TOGGLE

You can toggle combat on and off by using the "\" key, or by putting the Toggle Combat ability on your hot bar.

These basic melee attacks do serve you well, but they are much more powerful when combined in the form of Combos. Each melee class is granted class-specific Combos as they level or as they gain Feats. These devastating attacks inflict massive damage to your foes, as well as affect them in other ways, such as stunning them or knocking them back.

You perform melee combos by combining your directional attacks in a specific way. Each time you click on a combo in your hotbar, a box appears letting you know which buttons to push to complete that combo. In addition, directional attack buttons also light up to show you what to press. To get the benefit of the combo, you must successfully complete all the steps.

### FATALITIES

When your combo, or spell, kills an enemy you have a chance to perform a Fatality. This gives you and your team a bonus to your Attack Rating for a short while. The visual effect of a Fatality varies depending on the class and the Combo or Spell responsible for it. You will know when you have performed a Fatality because the different effects are unmistakable. Among other things, you may drive your weapon through your opponent, set them afire with a pillar of flame, or even send their head bouncing across the ground.

To add to the realism of combat, you have the ability to rush at opponents, stunning them for a brief time. By tapping the key to move forward twice in quick succession you gain a short lived buff, Momentum. It only lasts for five seconds, but in that time you have a high chance of stunning the target with your attack.

## CHAIN KILLS

If you kill enemies quickly back to back, you might be awarded with a Chain Kill. Chain Kills provide extra experience for a time, so they are beneficial, as well as fun. Try to get higher and higher chains as you fight, ending only when you run out of enemies or you need a break!

## SPELLS

Not every adventurer does battle with the strength of arms, some depend on their strength of will. The casters in Hyboria wield awesome arcane energies, but their power is so great that they don't need to consider directional attacks like melee fighters. To enter combat with your spells, click on a target and select your desired spell. Be careful, though, as most spells not only hit your target, but any other hostiles in between you and it. Just because you were meaning to hit the weaker guy in back doesn't mean all his closer friends are going to be okay with it.

## RANGED COMBAT

Ranged combat is similar to melee combat in that you still use your directional attacks, but you have the option of aiming more directly.

To bring your targeting reticule up, use your mouse wheel to zoom all the way in to first person view. Use this view to precisely aim your shot. Take into consideration which directions your targets are shielded to get the maximum damage from your shots.

### ARROWS AND BOLTS

You never have to worry about running out of arrows. Just equip a quiver and you have an unlimited supply!

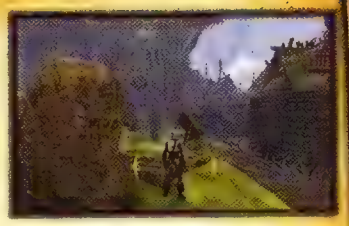
## SHIELDS

Shields affect combat a great deal, both offensively and defensively. They should be a factor in determining which attacks you use in a given situation. You also have the ability to manipulate your own shields to create an advantage.

Every foe has three shields that are placed around their body. These aren't the kind of shields a heavily armored Guardian might carry into battle, but rather they are icons that represent the vulnerabilities and strengths of each foe. For instance, a creature might have strong defense on each side, but is more vulnerable to overhead attacks. A bandit might be more protective of his right side, but leaves his left wide open.

A part of what makes combat so immersive and interesting is that your enemies change their defenses as you fight, forcing you to change your own tactics rather than use the same strategy or attack again and again. As the following table shows, shields have a substantial impact on damage. Keep a close eye on your opponent and attack him where he is most vulnerable. This often determines who wins the battle in a close fight.

| Number of Shields | Damage Modifier |
|---|---|
| None | +20% |
| 1 | 0 |
| 2 | -33% |
| 3 | -66% |



Not only does paying attention to shields make a difference in your offense, it also makes an impact to your defense. You also have three shields that you can place anywhere,

Hit the "Ctrl" key to see your shields. You can move them around by holding "Ctrl" and hitting the 1, 2, or 3 keys. It is often a good idea to begin a fight with your shields placed evenly around you, but you can manipulate them if you notice your foe always attacking from one side. Practice manipulating your own shields on easier foes until you get the hang of it. The difference in damage you take is potentially significant, so you don't want to leave yourself exposed to powerful enemies.

## DODGING

Your active defense isn't limited to just your shields. Combat is dynamic and you should use your movement keys to make the most of this feature. For example, quickly avoid some blows by double tapping your left or right movement key. If you time it just right you move out from underneath that large fist or sharp sword headed your way.

By quickly tapping your backwards movement key, you gain the Evasion buff. This extremely short buff lasts 2 seconds, just enough time to help you evade that incoming blow. During this time you gain +50% to your Evade but also gain +50% to your Miss and Fizzle Chance. However, because of the extremely short duration, the negative aspects don't have much of an impact since you are busy getting out of the way of an incoming attack.

### USING THE TERRAIN

Momentum and Evasion are great in a fight, but don't overlook the simple things in a battle as well. Just as you can't cast a spell or shoot an arrow around a corner, neither can your enemies. Use the terrain to your advantage. Duck behind a rock to block a caster's spell, move around a corner to force archers to move in order to get a shot off at you. The more damage you can delay, the better your chances of coming out on top.

## MOUNTED COMBAT

In Hyboria, mounts just don't take you between battles, they get in on the fighting as well! It is possible to attack enemies from horseback, using your side directional attacks to sweep your weapon to each side, or use your overhead attack to rear up your horse and send its sharp hooves crashing down onto the heads of your enemies.

It's a bit more difficult to swing your weapon from atop a Rhino or a Mammoth, or perhaps just more difficult to reach your foes with that weapon swing! Each of these creatures has their own unique attacks to sweep your foes aside and trample them beneath the mass of your charging mounts.

When mounted, you become one with your steed. You share the same Health and Stamina pool. If one of you dies, you both die. Some mounts also give you bonuses to your Health, Knockback Resistance, and other stats.

Fighting from the back of your mount can take some getting used to, but learning to do it is well worth the effort. For example, galloping toward your enemies from the back of a horse, it's possible to inflict a great deal of damage if you time your swing just right to take advantage of your steed's momentum. Ranged weapons and some spells are also possible from the back of a mount, but you give up a bit of precision due to the movement.

There are a few disadvantages to mounted combat. Combos do not work while you are mounted, and some spells cannot be cast. Also, if are you knocked off your mount, you are vulnerable for a time.

### MOUNTING AND DISMOUNTING

It takes a moment to mount and dismount a horse, no matter how good of a horseman you are. Be careful when dismounting or mounting near enemies, as you are vulnerable for these few seconds. Dying in battle may be a glorious way to go, but being brained with one foot caught in your stirrup sucks!

# BEYOND STEEL AND SPELLS

## CONSUMABLES

You would never think of going into battle without your lucky cloak or your favorite axe. Sometimes what you put into your body is just as useful as what you wear on it. Having the right Consumables are a big part of being prepared.

### Food and Drink

Almost every city, town, and village has a Food and Drink Merchant. Stock up on food and drink that provide buffs for different situations. Each meal provides a boost to your maximum Health, Stamina, or Mana, as well as to the out of combat regeneration rate of the same. This makes all the difference in a tough fight, and significantly reduces the down time between battles. The bigger the boost to your stats, the more expensive the food is. However, the boost is well worth the money you spend.

### Potions

Just as every outpost has a Food and Drink Merchant, most also have a Potion Merchant. These shopkeeps offer a wide variety of potions to help out in a crisis. There are potions that regenerate your Health, Stamina, or Mana at various strengths. You should always have a few on hand each and every time you venture out into the dangerous lands of Hyboria. Potions are your backup plan when you encounter something a bit bigger than you can handle. Maybe you have exhausted yourself using your favorite Combos on a tough mob.

Quaff a Stamina potion to keep up your devastating strikes. Use Mana potions in the same way. Health potions are great for those battles where you take more damage than you anticipated. With any potion, don't wait until the last second to use it. These potions increase the regeneration rate of these three skills—they don't heal them—so drink early, drink often.

## STAGECOACH AND BOATS

Hyboria is a vast and dangerous place and you can't travel the whole world using just your own two feet. Luckily, you don't have to try. All of the major cities and towns offer quick transport between nations, and to some of the harder to reach places. You can quickly travel from one point to another by speaking to a Stagecoach Driver or a ship's Captain. To view all of these Travel Routes, open up your world map. Here you can find an overview of each region and if fast transport is from there. There is always work to be found for someone handy with a blade or quick with a spell, so these captain's and drivers are always glad to transport you free of charge.

## MOUNTS

Stagecoaches and Boats are useful, but nothing beats having your own mount. Mounts in *Age of Conan* come in three main varieties: Horse, Rhinos, and Mammoths.

### Rhinos

The Rhino offers speed and strength. While not as swift or easy to turn as a well-trained horse, it is much faster than a Mammoth and easier to mount. With its large horn and naturally tough hide, the Rhino is an excellent choice for riding into battle. It can be particularly devastating when trampling through large groups, pushing foes aside with a mighty shake of its head and sending enemies flying into each other in a effort to evade its unstoppable advance. The same traits that make the Rhino an unstoppable juggernaut on the battlefield also allow it to wreak havoc with player-made buildings. After trampling defenders outside of the walls, use your Rhino to tear down the defenses of your enemies!

| Sprinting Stamina Drain | Knockback Resistance | Staggering Chance | + Max Health - Soldier | + Max Health - Priest | + Max Health - Rogue | + Max Health - Mage |
|---|---|---|---|---|---|---|
| -2.5% | +400 | -40% | +1900 | +700 | +800 | +750 |

### Mammoths

The largest of the available mounts, the Mammoth stands, literally, far above the rest. Slower and harder to control than other mounts, this moving mountain of muscle has the potential to be the deciding factor in any large battle. Its whip-like trunk and sharp tusks make it feared above all others on the battlefield as it flings foes aside knocking them out of its relentless advance. Not only does the Mammoth trample enemies under its earth shaking tread, but it can also destroy player-made buildings with no need for help from other siege weapons. A Mammoth isn't the best choice to get you from one point to another, but it is the most fearsome mount you can have on the battlefield.

| Sprinting Stamina Drain | Knockback Resistance | Staggering Chance | + Max Health - Soldier | + Max Health - Priest | + Max Health - Rogue | + Max Health - Mage |
|---|---|---|---|---|---|---|
| -2.5% | +400 | -40% | +1900 | +700 | +800 | +750 |

# Horses

Horses are the most used mount in Hyboria, and many different varieties are available from your local Stable Master. They come in a variety of looks, speeds, and armor. A fleet steed is great for travel, but try a more heavily armored horse if you wish to ride it into battle. Horses are easy to ride, easy to turn, and can easily fit through the narrowest of streets. They are also the swiftest mounts you can obtain. While they can't be used as mobile siege weapons like the other mounts, Horses are far from helpless in battle as anyone who has been on the receiving end of a hoof can attest.

| Name | Price | Requirement | Sprinting Stamina Drain | Knockback Resistance | Staggering Chance | + Max Health - Soldier | + Max Health - Priest | + Max Health - Rogue | + Max Health - Mage |
|---|---|---|---|---|---|---|---|---|---|
| Buckskin Horse | 10G | Level 40 | -2.5% | | -20% | | | | |
| Dapple Gray Horse | 10G | Level 40 | -2.5% | | -20% | | | | |
| Fading Black Horse | 10G | Level 40 | -2.5% | | -20% | | | | |
| Mahogany Bay Horse | 10G | Level 40 | -2.5% | | -20% | | | | |
| Rabicano Horse | 10G | Level 40 | -2.5% | | -20% | | | | |
| Skewbald Pinto Horse | 10G | Level 40 | -2.5% | | -20% | | | | |
| Tobiano Horse | 10G | Level 40 | -2.5% | | -20% | | | | |
| White Horse | 10G | Level 40 | -2.5% | | -20% | | | | |
| Armored Buckskin Horse | 50G | Level 40 | -2.5% | +40 | -30% | +760 | +280 | +320 | +300 |
| Armored Dapple Gray Horse | 50G | Level 40 | -2.5% | +40 | -30% | +760 | +280 | +320 | +300 |
| Armored Fading Black Horse | 50G | Level 40 | -2.5% | +40 | -30% | +760 | +280 | +320 | +300 |
| Armored Mahogany Bay Horse | 50G | Level 40 | -2.5% | +40 | -30% | +760 | +280 | +320 | +300 |
| Armored Rabicano Horse | 50G | Level 40 | -2.5% | +40 | -30% | +760 | +280 | +320 | +300 |
| Armored Skewbald Pinto Horse | 50G | Level 40 | -2.5% | +40 | -30% | +760 | +280 | +320 | +300 |
| Armored Tobiano Horse | 50G | Level 40 | -2.5% | +40 | -30% | +760 | +280 | +320 | +300 |
| Armored White Horse | 50G | Level 40 | -2.5% | +40 | -30% | +760 | +280 | +320 | +300 |
| Swift Buckskin Horse | 150G | Level 40 | -8% | | -20% | | | | |
| Swift Dapple Gray Horse | 150G | Level 40 | -8% | | -20% | | | | |
| Swift Fading Black Horse | 150G | Level 40 | -8% | | -20% | | | | |
| Swift Mahogany Bay Horse | 150G | Level 40 | -8% | | -20% | | | | |
| Swift Rabicano Horse | 150G | Level 40 | -8% | | -20% | | | | |
| Swift Skewbald Pinto Horse | 150G | Level 40 | -8% | | -20% | | | | |
| Swift Tobiano Horse | 150G | Level 40 | -8% | | -20% | | | | |
| Swift White Horse | 150G | Level 40 | -8% | | -20% | | | | |

## REIN IN THAT HORSE!

Horses move very quickly and take a gentle hand on their reins to steer them in exactly the direction you want to go. If you find yourself jerking your poor horse about, try using your mouse look to steer.

# Traders

Each major city is home to several Traders. These NPC's are vitally important to any character. Use them to access storage, buy and sell items, and use the Hyborian postal service. To utilize a Trader, right click on the NPC to bring up the Trader Window.

## Store and Sell

The first tab on the left is the Store and Sell option. The Store option holds up to 50 items. This is a great way to clear out your Inventory space. For instance, if you pick up a piece of equipment that you want to use at a later date, store it here and retrieve it whenever you want. To place an item in storage, just click on it and drag it into your storage space.

It's also possible to sell any item that you have placed in storage. To sell an item, right click on it after you have placed it in storage. A window pops up allowing you to set a price.

Use the arrows to set your price in Gold, Silver, Copper, and Tin. Once you have set your price, hit the Accept button. The item is still in your storage, but its background changes to blue and the price you set appears over it. At anytime you can right-click on this item and remove it from sale, or change the price.

## Getting a Fair Price

Before putting an item up for sale, it is a good idea to search using the Buy tab to see if there are other items like it and what they are selling for. You stand a much better chance of selling your item if you are asking for a reasonable price compared to other similar items on the market.

## Buy

The Trader also sells items that other players have offered for sale. To view the available wares, click on the Buy tab.

Because so many players make use of the Trader, it is necessary, and helpful, to narrow your search. Select Item Type and choose the category of items you are looking for. Next, select the Location. This identifies where on the body you would wear that item type. For example, if you chose Cloth Armor as your item type and Head as your Location, you search results show you all head coverings available in cloth armor.

Another way to narrow your search is by price. This allows you to only see items in the price range that fits your budget. Use the Level indicator to select a range of items you are interested in. For instance, if you are level 60, you probably aren't looking to buy a level 1 Faded Blue Bandana. By narrowing your search using the parameters at the top you save yourself a great deal of time.

Item Name is another way to search. If there is a particular weapon you admired on one of your allies, check to see if it is for sale by entering the exact item name into the appropriate box.

Check the Advanced box in the upper left-hand corner to browse by Seller Name. Is there a particular crafter whom you would like to support? If so, type in his or her name to see what's for sale. Check the Allowed by Feats box to insure that your search results bring up only items that match the Feats you have selected.

Once you have entered in your search parameters, click the Search button to bring up your results. Scroll through the items offered and make your selection. You are able to see the item's icon, its Name, required Level or Feat, its Price, and the seller's name. Sort your search results by clicking on the column headers. For instance, do you want to sort your results by price, to better look for the greatest bargain? Just click on the Price column header to sort your results.

When you find an item you wish to purchase, click on it to select it and purchase it by clicking on the Buy button in the lower right hand corner of the window. As soon as you purchase an item, it shows up in your Mailbox!

## Postal Service

Neither rain, nor snow, nor rampaging undead hordes stop the Hyborian Postal Service from running. The Postal Service is a great way to send items and money between your characters, as well as to your friends.

The top half of the Postal Service window is your mailbox. This is where you find any letters you receive. To read a letter, just click on it to open and view the text, as well as any attachments it may have.

The bottom half of the window is where you compose your own mail. Type a character's name in the To: box, and your message below. To attach an item just click and drag it from your inventory. One letter holds up to four items. To send money, click on the Attach Money button. When your letter is complete, hit Send and your message is on its way!

## Etiquette

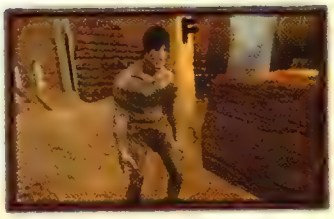
Your character may be the most depraved, dark sorcerer imaginable, or the coarsest barbarian with an ale in one hand and a wench in the other, but there are a few basic niceties everyone should observe, at least if you want to preserve any kind of decent reputation among your fellow players. This is not an exhaustive list, but here are a few things to keep in mind:

### Sharing

If you notice someone trying to complete the same quest as you, share the quest spawns. Invite the other player and complete your goals together, without either of you waiting around uselessly. Often this speeds up the quest task, being beneficial to all involved. Plus, the person you helped out now has a good opinion of you. This same principle applies to gathering crafting materials.

### Don't Beg

Hyboria has a large enough beggar population and they don't need the competition from you. There is nothing wrong with asking for assistance, or information, and you shouldn't be shy in asking for either. However, because there is always work for a willing adventurer, don't beg your fellow players for coin or items. Pick up a quest, kill some lowly creatures, and sell the icky bits for coin like everyone else!



### Don't Be a Jerk in Global Chat

Don't hold protracted arguments in Global Chat. *Age of Conan* offers many wonderful chat options, so there is no need to broadcast your disagreements for every single player in the world to see. Global Chat is for players to communicate, and communicating is different than arguing. If you have a disagreement, take it to private, group, or guild messaging. Most people who argue in Global are doing it for the attention, and you don't want to be one of those sad souls.

Just because you have thoroughly explored every area and know your class inside out, it doesn't mean everyone else has that advantage. When someone asks for help, either take the time to answer the question, or just remain silent. Verbally pouncing on someone for being ignorant of a fact that you find simple doesn't help anyone and just makes you look bad. Always respect your fellow players, regardless of their skill and knowledge. The newbie of today may be the powerful guild leader of tomorrow.

### Ask Before Inviting

Speak to someone before inviting them into your group or guild. Most people enjoy playing as a team, but it is nice to know why you are teaming up. Do you need help with a quest? Are you trying to put together a group to take on a dungeon? Take a few seconds to speak to the person you are inviting.

Blind invites to guilds are even more problematic. Guilds can be like your large extended family in Hyboria, and very few people want to be adopted into a family about which they know nothing. Show the person you wish to invite some respect by taking a moment more to speak to them before sending a random invite. This also makes you look like a much more responsible guild leader and makes your guild seem more attractive to potential recruits.

### Playing in a Group

All groups handle situations differently, but there are a few basic guidelines to follow in almost any group encounter.

### Looting

Set loot guidelines before the fighting begins, and inform any new team members of the rules. This avoids any confusion on who gets what and can avoid much drama. Abide by any and all loot rules set down by your group.

Everyone wants his or her fair share of the loot, but don't be greedy. Do your best to give everyone a fair chance at items.

Unless asked to by your group leader, don't loot during a battle. The pop up window on items can get in the way of other group members while they are fighting. There is plenty of time to empty the coffers once the fight is done.

### Don't "Explore"

If your group is traveling through a dangerous area or a dungeon, don't scout ahead unless asked to do so by your group leader. Sure, you just want to see what's around the next corner. Most often the answer to that questions is a malevolent enemy. Stay with the group until everyone is ready to move.

### Handle Death Stoically

Even among the most skilled group of players, sometimes the enemy wins. No one likes it. That sometimes long run back from the Resurrection Point can be filled with frustration, especially if you were close to beating your foe. Sometimes luck just didn't go your way, other times you died because someone made a mistake. This happens. Rest assured that if it wasn't you this time, it will be at some point. The great thing about Hyboria is that death is so common, it shouldn't be a big deal. Don't blame other players for your death, or fume about it if you die. Just sharpen your weapon and head back into battle.

Why bother with all this? Why not take what you want, when you want? Because you are part of a community and your actions are tied to your character. Act like a jerk and it won't take long at all for you to gain the kind of reputation that won't get you invited into raids or groups, let alone those all-night parties in the Sailor's Den.

# MAGE

Whether they owe their allegiance to Set or to Xotli, the classes that make up the Mage archetype—Necromancer, Demonologist, and Herald of Xotli—all wield dreadful amounts of power gifted to them by their gods. Though their methods are different, each class is more than capable on their own and is a great damage asset to any group.

The choices in the Mage's General Feats Tree focus on increasing your mana regeneration, increasing your protection, and decreasing your threat—always important for classes that primarily deal damage.

## FEATS

### MAGE BLOOD — RANKS: 5

Increases the rate of mana regeneration.

| Rank | Modifications |
|---|---|
| 1 | +41.3 Natural Mana Regen |
| 2 | +54.9 Natural Mana Regen |
| 3 | +69 Natural Mana Regen |
| 4 | +82.4 Natural Mana Regen |
| 5 | +96.1 Natural Mana Regen |

Requires 5 Points in the General Feat Tree

### SPIRITUAL ARMAMENT — RANKS: 5

Increases your defense rating.

| Rank | Modifications |
|---|---|
| 1 | +0.5% Slashing, Piercing, Crushing, Poison Invulnerability |
| 2 | +1% Slashing, Piercing, Crushing, Poison Invulnerability |
| 3 | +1.5% Slashing, Piercing, Crushing, Poison Invulnerability |
| 4 | +2% Slashing, Piercing, Crushing, Poison Invulnerability |
| 5 | +3% Slashing, Piercing, Crushing, Poison Invulnerability |

### MIND PHASE — RANKS: 5

Reduces the chances of hostile spells attracting the victim's ire and changing targets to attack you.

| Rank | Modifications |
|---|---|
| 1 | -1% Hate Modifier |
| 2 | -2% Hate Modifier |
| 3 | -3% Hate Modifier |
| 4 | -4% Hate Modifier |
| 5 | -5% Hate Modifier |

### SPIRITUAL AEGIS — RANKS: 5

Increases your magical defense rating.

| Rank | Modifications |
|---|---|
| 1 | +0.5% Cold, Fire, Electrical, Holy, Unholy Invulnerability |
| 2 | +1% Cold, Fire, Electrical, Holy, Unholy Invulnerability |
| 3 | +1.5% Cold, Fire, Electrical, Holy, Unholy Invulnerability |
| 4 | +2% Cold, Fire, Electrical, Holy, Unholy Invulnerability |
| 5 | +3% Cold, Fire, Electrical, Holy, Unholy Invulnerability |

Requires 10 Points in the General Feat Tree

### CRIMSON SHIELD — RANKS: 3

Increases the strength of your shield spell: either Contract of Protection, Runed Flesh, or Protection of Set.

### ARCHMAGE — RANKS: 5

Augments your magic rating by increasing damage done by both schools of spells.

## Mystical Attunement — Ranks: 5

Increases the magical damage done by your spells.

| Rank | Modifications |
|---|---|
| 1 | +3.6 Cold, Fire, Electrical, and Unholy damage |
| 2 | +10.8 Cold, Fire, Electrical, and Unholy damage |
| 3 | +18.1 Cold, Fire, Electrical, and Unholy damage |
| 4 | +25.3 Cold, Fire, Electrical, and Unholy damage |
| 5 | +39.8 Cold, Fire, Electrical, and Unholy damage |

## Mirrored Iron — Ranks: 3

Augments your shield spell (Contract of Protection, Runed Flesh, or Protection of Set) with an ability to reflect damage.

## Quickened Iron — Ranks: 3

Increases the rate at which your shield spell (Contract of Protection, Runed Flesh, or Protection of Set) absorbs damage, refreshing collapsed shields faster.

**Requires 15 Points in the General Feat Tree**

## Spell - Purge — Ranks: 1

Dispels roots and snares from other players, but also removes immunity.

| Min. Level | Mana | Casting Time |
|---|---|---|
| 25 | 156 | instant |

## Malefic Chant — Ranks: 5

You have a chance of healing your own wounds when hostile spells inflict damage.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | +10% Increase to healing |
| 3 | +20% Increase to healing |
| 4 | +30% Increase to healing |
| 5 | +50% Increase to healing |

## Spell - Misdirection — Ranks: 2

Teaches you the Misdirection spell which substantially reduces the hostility of the target, making them less likely to break off and attack you. Takes a short time to recharge.

| Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|
| 25 | 313 | instant | 6 minutes |

## Blood Hunger — Ranks: 3

Reduces the reuse time of the Draw Forth the Heart incantation.

| Rank | Modifications |
|---|---|
| 1 | -15 to cooldown time |
| 2 | -30 to cooldown time |
| 3 | -60 to cooldown time |

## Specter Chant — Ranks: 5

All your hostile spells have a chance of converting some of their damage to restoring your mana.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | +10% Increase to healing |
| 3 | +20% Increase to healing |
| 4 | +30% Increase to healing |
| 5 | +50% Increase to healing |

## Unleashed Power — Ranks: 2

You reach into the depths of your soul to grasp even more arcane power, improving area effect spells by increasing their size.

**Requires 20 Points in the General Feat Tree**

## Tome of Erlik — Ranks: 3

Grants you an ability which increases the damage done by your spells for a short time.

## Spell - Dark Meditation — Ranks: 1

Grants a spell that floods your blood with new mana but stuns you for the spell's duration.

| Min. Level | Mana | Casting Time | Duration | Recast | Effect |
|---|---|---|---|---|---|
| 30 | 0 | instant | 10 seconds | 5 minutes | Renews 522 points of Mana every 2 seconds |

# Demonologist

The Demonologist is perhaps the most depraved class of the Mage archetype. Unlike the Necromancer, who commands the dead, or the Herald of Xotli, who is fiercely devoted to his god, Demonologists are willing to bargain their very soul with whatever demonic entity has power to offer. The means by which they get their power can prove to be a slippery slope and more than one Demonologist has ended his or her days in insanity or worse, but for as long as he retains command over the demons with which he or she bargains, the Demonologist is a formidable foe.

Of the three playable people in Hyboria, only Stygians possess the dark knowledge necessary to start a Demonologist on his path. These hellish mages wear both cloth and silk armor, and depend largely on their dark abilities to protect them. They often are armed with Daggers, Crossbows, and Thrown weapons, but these are rarely used in battle and they have little skill with any of them.

A Demonologist's main weapon is his or her pet. As you grow in power, you bargain with more and more demons, receiving access to more pets. Pay close attention to the abilities of each of your pets, learning which ones are most advantageous in different situations.

## Spells

In addition to the bound demons that attend you, as a Demonologist you possess an enviable library of fire and electrical spells. Many of the most terrifying ones come at a substantial cost to your life or mana. Be cautious when casting that you are always aware of the price.

### Abaddoron Warrior

Attacks against you have a chance of increasing your magic damage rating. This effect can be applied 5 times. This spell taps the abilities of the infamous soldiers of the abyss, the Abaddoron.

| Rank | Level | Mana | Casting Time | Duration |
|---|---|---|---|---|
| 1 | 25 | 75 | 4 seconds | 1 hour |
| 2 | 40 | 110 | 4 seconds | 1 hour |
| 3 | 55 | 145 | 4 seconds | 1 hour |
| 4 | 70 | 185 | 4 seconds | 1 hour |

### Archfiend's Pact

An archfiend of hell visits you personally and for a short time you gain very high mana regeneration and magic damage is greatly increased (stacks with Pact with Set and Bloody Pact with Set). The price is high and you suffer heavy damage that could even kill you.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 80 | 0 | 3 seconds | 30 seconds | Causes 138 points of damage every 1 second, Renews 417 points of mana every 1 second, +969.5 Fire and Electric Damage |

### Bloody Pact with Set

The Stygian father-snake aids you in return for your blood sacrifice. Greatly increases fire and electrical magic damage, but constantly drains your life for a short time. This effect stacks with Pact with Set.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 60 | 26 | 0.5 seconds | 18 seconds | Causes 101 points of damage every 1 second, +233.8 Electric and Fire damage |
| 2 | 75 | 35 | 0.5 seconds | 18 seconds | Causes 119 points of damage every 1 second, +251.9 Electric and Fire damage |

### Break Pact

It is possible to break Pact with Set and Bloody Pact with Set early, but at a heavy mana cost to your withered soul from Set.

| Rank | Level | Mana | Casting Time | Duration |
|---|---|---|---|---|
| 1 | 40 | 780 | 2 seconds | 1 second |

### Chaotic Blast

This evocation curses nearby enemies. They take increased damage from fire and electrical attacks. If Cursed by Hell is active, this spell inflicts instant fire damage instead. If Cursed by the Heavens is active, this spell inflicts instant electrical damage instead.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 70 | 703 | 4 seconds | -3% Fire and Electrical Invulnerability |

## Consume Heart

You consume a Shackled Heart which grants you a moderate healing effect. Requires a Shackled Heart gained from the Draw Forth the Heart spell. Consume Heart has a 3 second casting time and a 30 second cooldown.

| Rank | Level | Mana | Duration | Effect Over Time |
|---|---|---|---|---|
| 1 | 75 | 420 | 10 seconds | Heals 75 every 1 second |

## Cursed by Hell

While active, Fires of Gehenna curses the target to take more damage from fire attacks. Also, any attacks on them have a chance of bestowing a fire damage bonus on their attacker. This sorcery cannot be used with Cursed by the Heavens.

| Rank | Level | Mana | Casting Time | Duration |
|---|---|---|---|---|
| 1 | 40 | 110 | 3 seconds | 1 hour |
| 2 | 55 | 140 | 3 seconds | 1 hour |
| 3 | 70 | 180 | 3 seconds | 1 hour |

## Cursed by the Heavens

While active, Shockstrike curses the target to take more damage from electrical attacks. Also, any attacks on them have a chance of bestowing an electrical damage bonus on their attacker. This sorcery cannot be used with Cursed by Hell.

| Rank | Level | Mana | Casting Time | Duration | Recast |
|---|---|---|---|---|---|
| 1 | 40 | 110 | 3 seconds | 1 hour | 15 seconds |
| 2 | 55 | 140 | 3 seconds | 1 hour | 15 seconds |
| 3 | 70 | 180 | 3 seconds | 1 hour | 15 seconds |

## Demon Avenger

Summons a spell casting servant from the deep abyss. It also causes attackers to take damage whenever any member of your team is injured.

| Rank | Level | Mana | Casting Time |
|---|---|---|---|
| 1 | 55 | 575 | 6 seconds |

## Demon Familiar

From the fiery depths of hell comes this winged demonic servant. This foul creature can attack or defend targets. While present, this demon type increases the maximum mana of you and your associates.

| Rank | Level | Mana | Casting Time |
|---|---|---|---|
| 1 | 9 | 110 | 6 seconds |

## Demon Guardian

From the fiery depths of hell comes this winged demonic servant. This foul creature can attack or defend targets. While present, this demon type increases the maximum life of you and your associates.

| Rank | Level | Mana | Casting Time |
|---|---|---|---|
| 1 | 25 | 300 | 6 seconds |

## Demon Slave

A powerful demon is summoned from the underworld. While present, it increases the life regeneration rate of you and any others in your company.

| Rank | Level | Mana | Casting Time |
|---|---|---|---|
| 1 | 40 | 440 | 6 seconds |

## Demon Warlord

Summons and binds a demon to your will. This general from hell's battlefields increases the physical and magical damage of you and your brethren.

| Rank | Level | Mana | Casting Time |
|---|---|---|---|
| 1 | 70 | 735 | 6 seconds |

## Demonic Heart

By exchanging your own mortal heart for a demonic one, you increase life and mana regeneration and gain an innate resistance to stun and fear effects. However, you suffer greater danger from holy attacks.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 65 | 200 | 3 seconds | 1 hour | -50% Holy Invulnerability, +41.0% Natural Mana Regen, +25.3% Natural Health Regen, +10% Resistance to Stun, +10% Resistance to Fear |
| 2 | 80 | 250 | 3 seconds | 1 hour | -50% Holy Invulnerability, +67.5 Natural Mana Regen, +28.2 Natural Health Regen, +15% Resistance to Stun, +15% Resistance to Fear |

## Diabolic Insight

You increase your electrical magic rating by invoking the names of cyclopean titans buried beneath the earth. This spell cannot be used with Infernal Knowledge.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 7 | 260 | 3 seconds | 1 hour | +5 Electrical Specialization |

## Draw Forth the Heart

This spell instantly slays an enemy minion and restores your mana and the mana of your team. You also gain a Shackled Heart, which increases your magic damage rating.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 45 | 55 | 2 seconds | Renews 78 points of Mana every 1 second, +1% Magic Damage Modifier |
| 2 | 60 | 72 | 2 seconds | Renews 93 points of Mana every 1 second, +1.5% Magic Damage Modifier |
| 3 | 75 | 92 | 2 seconds | Renews 97 points of Mana every 1 second, +2% Magic Damage Modifier |

## Fiery Torment

You invoke a blazing pillar of flame that sets the victim on fire and briefly stuns them as they react in shock to the inferno enveloping their body.

| Rank | Level | Mana | Casting Time | Duration | Effect Over Time |
|---|---|---|---|---|---|
| 1 | 45 | 242 | 1 seconds | 3.5 seconds | 24-29 points of Fire damage every 1 second |
| 2 | 60 | 314 | 1 seconds | 4.5 seconds | 33-40 points of Fire damage every 1 second |
| 3 | 75 | 394 | 1 seconds | 5.5 seconds | 44-53 points of Fire damage every 1 second |

## Fires of Gehenna

Blasts the victim with fires from one of the ancient kingdoms of hell. The flames splash nearby enemies. This incantation can be instantly recast.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 1 | 36 | 2 seconds | 94-156 Fire Damage |
| 2 | 20 | 81 | 2 seconds | 168-280 Fire Damage |
| 3 | 35 | 115 | 2 seconds | 235-391 Fire Damage |
| 4 | 50 | 149 | 2 seconds | 360-600 Fire Damage |
| 5 | 65 | 189 | 2 seconds | 458-763 Fire Damage |
| 6 | 80 | 211 | 2 seconds | 486-809 Fire Damage |

## Hands of the Underworld

For a short time these hands from lost spirits of perdition root nearby enemies to the ground and increase your movement rate.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 50 | 183 | 1 second | +20% Movement Multiplier |
| 2 | 65 | 234 | 1 second | +25% Movement Multiplier |
| 3 | 80 | 290 | 1 second | +40% Movement Multiplier |

## Hellfire Stream

This incantation blasts the target with a stream of flames.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 2 | 16 | 1 second | 45-74 points of Fire Damage |
| 2 | 20 | 42 | 1 second | 91-151 points of Fire Damage |
| 3 | 40 | 64 | 1 second | 146-242 points of Fire Damage |
| 4 | 60 | 90 | 1 second | 220-366 points of Fire Damage |
| 5 | 80 | 105 | 1 second | 238-395 points of Fire Damage |

## Infernal Knowledge

You increase your fire magic rating by invoking the names of the princes of hell buried beneath the earth. This spell cannot be used with Diabolic Insight.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 1 | 260 | 3 seconds | 1 hour | +8.4 Fire Specialization |

## Inferno of Amher

You raise the fires of the demon Amher, devourer of suns, against your enemies. Any enemy caught in the blast radius suffers instant fire damage.

| Rank | Level | Mana | Casting Time | Recast |
|---|---|---|---|---|
| 1 | 14 | 151 | 2.5 seconds | 1 second |
| 2 | 35 | 251 | 2.5 seconds | 1 second |
| 3 | 50 | 327 | 2.5 seconds | 1 second |
| 4 | 65 | 414 | 2.5 seconds | 1 second |
| 5 | 80 | 461 | 2.5 seconds | 1 second |

## Mark of Dagon

This foul demon blesses you with an increased Defense Rating.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 10 | 78 | 3 seconds | 1 hour | +9.9 Defense Rating |
| 2 | 30 | 70 | 3 seconds | 1 hour | +19.5 Defense Rating |
| 3 | 60 | 125 | 3 seconds | 1 hour | +39.8 Defense Rating |

## Mystic Suppression

You deaden magic around you, increasing you and your companions' resistance to unholy damage. Mystic Suppression requres 3 seconds to cast and lasts for 1 hour.

| Rank | Level | Mana | Effect |
|---|---|---|---|
| 1 | 30 | 175 | +2% Unholy Invulnerability |
| 2 | 45 | 242 | +2% Unholy Invulnerability |
| 3 | 60 | 314 | +2% Unholy Invulnerability |
| 4 | 75 | 394 | +2% Unholy Invulnerability |

## Pact with Set

You sacrifice some of your own blood to the Stygian god in return for enhanced power. Greatly increases fire and electrical magic damage, but constantly drains your life over time.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 20 | 32 | 0.5 seconds | 15 seconds | 25 points of damage every 1 second, +249.5 Fire and Electric Damage |
| 2 | 40 | 55 | 0.5 seconds | 15 seconds | 62 points of damage every 1 second, +407.6 Fire and Electric Damage |
| 3 | 60 | 78 | 0.5 seconds | 15 seconds | 83 points of damage every 1 second, +587.8 Fire and Electric Damage |
| 4 | 80 | 105 | 0.5 seconds | 15 seconds | 96 points of damage every 1 second, +692.8 Fire and Electric Damage |

## Planar Shift

This dark pact protects you with a circle of runes; physical and magical attacks against you have a high chance of missing. Damage is also reduced, and nearby monsters lose some interest in the caster.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 60 | 315 | 1 second | +30% Evade Chance, +0.3% Immunity, +0.3% Max Immunity, +15 Damage Deflection |
| 2 | 75 | 395 | 1 second | +35% Evade Chance, +0.3% Immunity, +0.3% Max Immunity, +15 Damage Deflection |

## Protection of Set

This sorcery calls upon the powers of the Stygian elder snake to protect you and your party. It protects against damage, absorbing the first few points of damage from each hit. There is a maximum amount of damage that can be absorbed before the spell fails. Protection of Set requres 2 seconds to cast and the spell lasts 5 minutes.

| Rank | Level | Mana | Effect | Effect Over Time |
|---|---|---|---|---|
| 1 | 10 | 60 | +19.9 Damage reduction per hit on absorb shield | Creates a shield absorbing 298 hitpoints every 25 seconds |
| 2 | 25 | 270 | +39.3 Damage reduction per hit on absorb shield | Creates a shield absorbing 628 hitpoints every 25 seconds |
| 3 | 40 | 395 | +66.8 Damage reduction per hit on absorb shield | Creates a shield absorbing 1135 hitpoints every 25 seconds |
| 4 | 55 | 515 | +87.4 Damage reduction per hit on absorb shield | Creates a shield absorbing 1572 hitpoints every 25 seconds |
| 5 | 70 | 660 | +92 Damage reduction per hit on absorb shield | Creates a shield absorbing 1840 hitpoints every 25 seconds |

## Sacrificial Heart

This sorcery consumes a Shackled Heart and grants a large increase in magical damage for a short time. The heart is sacrificed to ancient lords of hell. Requires a Shackled Heart from the Draw Forth the Heart spell.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 55 | 145 | 2 seconds | 10 seconds | +57.9 Fire and Electric Damage |
| 2 | 70 | 185 | 2 seconds | 12 seconds | +71.8 Fire and Electric Damage |

## Shield of Infernal Flames

You are wreathed in the fires of Hades. The damage shield inflicts fire damage on anyone attacking you in melee.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 16 | 90 | 3 seconds | 30 minutes | +1.4 Melee Shield |
| 2 | 35 | 195 | 3 seconds | 30 minutes | +3.2 Melee Shield |
| 3 | 50 | 265 | 3 seconds | 30 Minutes | +8.7 Melee Shield |
| 4 | 65 | 340 | 3 seconds | 30 minutes | +12.0 Melee Shield |
| 5 | 80 | 420 | 3 seconds | 30 minutes | +14.7 Melee Shield |

## Shock

Instantly strikes the target with a massive electrical bolt. This invocation takes a brief time to recharge.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 20 | 42 | instant | 75-175 points of Electrical damage |
| 2 | 40 | 64 | instant | 114-266 points of Electrical damage |
| 3 | 60 | 90 | instant | 140-326 points of Electrical damage |
| 4 | 80 | 105 | instant | 164-382 points of Electrical damage |

## Shockblast

A pillar of hell-spawned lightning erupts from the earth, inflicting instant electrical damage on enemies in the area of effect.

| Rank | Level | Mana | Casting Time |
|---|---|---|---|
| 1 | 18 | 187 | 3 seconds |
| 2 | 35 | 300 | 3 seconds |
| 3 | 50 | 392 | 3 seconds |
| 4 | 65 | 496 | 3 seconds |
| 5 | 80 | 554 | 3 seconds |

## Shockstrike

This invocation calls down a massive bolt of lightning upon the target. Adjacent enemies are also shocked for lesser damage.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 7 | 46 | 3 seconds | 95-221 points of Electrical damage |
| 2 | 20 | 101 | 3 seconds | 168-392 points of Electrical damage |
| 3 | 35 | 143 | 3 seconds | 235-548 points of Electrical damage |
| 4 | 50 | 187 | 3 seconds | 360-840 points of Electrical damage |
| 5 | 65 | 236 | 3 seconds | 458-1068 points of Electrical damage |
| 6 | 80 | 264 | 3 seconds | 486-1133 points of Electrical damage |

## Storm Chains

These charged bonds root the target enemy in place and inflict electrical damage for a short time.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 10 | 86 | 2 seconds | 25 seconds | 2-3 points of Electrical damage every 1 second |
| 2 | 30 | 241 | 2 seconds | 25 seconds | 2-3 points of Electrical damage every 1 second |
| 3 | 45 | 333 | 2 seconds | 25 seconds | 2-3 points of Electrical damage every 1 second |
| 4 | 60 | 432 | 2 seconds | 25 seconds | 2-3 points of Electrical damage every 1 second |
| 5 | 75 | 542 | 2 seconds | 25 seconds | 2-3 points of Electrical damage every 1 second |

## Waves of Flame

This fiery evocation shoots a cone of fire that burns enemies standing in its path.

| Rank | Level | Mana | Channeling Time |
|---|---|---|---|
| 1 | 5 | 113 | Every 1 second for 5 seconds |
| 2 | 30 | 498 | Every 1 second for 10 seconds |
| 3 | 55 | 762 | Every 1 second for 10 seconds |
| 4 | 80 | 923 | Every 1 second for 10 seconds |

# Feats

Your demonic bargainings lead in different directions as not every demon has the same agenda, and each has different skills to teach. The feats available in the Havoc line concentrate on increasing your electrical attacks, allowing you to shock enemies into submission. The Conflagration tree increases your ability to wield the fires of hell as a weapon, turning your foes to cinders at your feet.

## Havoc

The Havoc tree focuses on empowering your electrical based spells. It also includes feats which reduce the recast time on some of your most useful spells. This can make a big difference during tough battles! The tree also includes feats which augment your demonic servants, making them even more formidable.

### Swift Shockstrike Ranks: 5

Decreases the casting time of the Shockstrike incantation.

| Rank | Modifications |
|---|---|
| 1 | -0.1 Casting Time |
| 2 | -0.2 Casting Time |
| 3 | -0.3 Casting Time |
| 4 | -0.4 Casting Time |
| 5 | -0.5 Casting Time |

Requires 5 Points in the Havoc Feat Tree

### Discharge Shockstrike Ranks: 5

Improves the Shockstrike spell by increasing the damage inflicted on enemies adjacent to the primary lightning strike.

| Rank | Modifications |
|---|---|
| 1 | +3% Splash Damage |
| 2 | +6% Splash Damage |
| 3 | +9% Splash Damage |
| 4 | +12% Splash Damage |
| 5 | +15% Splash Damage |

### Natural Conductor Ranks: 5

Increases the damage done by your electrical spells.

| Rank | Modifications |
|---|---|
| 1 | +21.7 Electrical Damage |
| 2 | +28.9 Electrical Damage |
| 3 | +36.1 Electrical Damage |
| 4 | +43.4 Electrical Damage |
| 5 | +72.3 Electrical Damage |

Requires 10 Points in the Havoc Feat Tree

### Overload Ranks: 5

Whenever the Fires of Gehenna, Shockstrike, Inferno of Amher, Shockblast, Hellfire Stream, Shock, or the Wicked Bolt spell is cast there is a chance of building an Overload charge. When this ability is stacked three times the next time the spell is cast it costs zero mana.

### Demonic Power Ranks: 2

You call upon the monarchs of the nine hells to increase the damage done by your demonic servants.

| Rank | Modifications |
|---|---|
| 1 | Increase damage by 20% |
| 2 | Increase damage by 50% |

### Rapid Recharge Ranks: 5

Reduces the reuse time for all Shock spells.

| Rank | Modifications |
|---|---|
| 1 | Modify recast time by -0.4 seconds |
| 2 | Modify recast time by -0.8 seconds |
| 3 | Modify recast time by -1.2 seconds |
| 4 | Modify recast time by -1.6 seconds |
| 5 | Modify recast time by -2 seconds |

## Requires 15 Points in the Havoc Feat Tree

### Earth Recharge Ranks: 5

Your direct damage spells have a chance of restoring a portion of mana when cast.

### Bombardment Ranks: 5

Increases the attack range of the Shock and Shockstrike spells.

| Rank | Modifications |
|---|---|
| 1 | +1.5m Attack Range |
| 2 | +3.0m Attack Range |
| 3 | +4.5 Attack Range |
| 4 | +6.0m Attack Range |
| 5 | +7.5 Attack Range |

## Requires 20 Points in the Havoc Feat Tree

### Soul Resonance Ranks: 1

When you gain mana from your Earth Recharge ability, your pet minions also gain mana.

### Spell - Agonizing Jolts Ranks: 1

Grants you a channeling lightning spell that also reduces the victim's movement speed for a short time.

| Min. Level | Mana | Channeling Time | Recast | Effect |
|---|---|---|---|---|
| 30 | 182 | Every 2 seconds for 10 seconds | 30 seconds | +50% Hinder Movement, 263-612 points of Electrical damage. |

### Spell - Living Thunderstorm Ranks: 1

Summons a dark thundercloud that slowly moves toward the target, inflicting damage on any enemies in its path. When it reaches the target it detonates with a single massive lightning bolt.

| Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|
| 30 | 450 | 3 seconds | 75 seconds |

## Requires 25 Points in the Havoc Feat Tree

### Copper Storm Chains Ranks: 3

Increases the damage done by the Storm Chains spell.

| Rank | Modifications |
|---|---|
| 1 | Increases damage by 20% |
| 2 | Increases damage by 50% |
| 3 | Increases damage by 100% |

### Charged Storm Chains Ranks: 1

Improves the Storm Chains spell by adding a pulsing electrical damage effect.

### Chained Shockstrike Ranks: 3

Enhances the Shockstrike spell with a chance of also inflicting significant electrical damage to a single nearby target.

### Fury of the Underworld Ranks:5

Increases the spell critical strike chance of your demon pets.

| Rank | Modifications |
|---|---|
| 1 | Increase by 1% |
| 2 | Increase by 2% |
| 3 | Increase by 3% |
| 4 | Increase by 4% |
| 5 | Increase by 5% |

## Requires 30 Points in the Havoc Feat Tree

### Overloaded Shockblast Ranks: 3

Augments the Shockblast spell by increasing the damage inflicted and possibly adding secondary pillars of lighting that can strike up to 3 targets. Investing feat points increases the damage of these secondary strikes.

| Rank | Modifications |
|---|---|
| 1 | Increase damage by 15% |
| 2 | Increase damage by 30% |
| 3 | Increase damage by 60% |

### Demonic Wrack Ranks: 5

The spells of your demon pets make their victims more susceptible to electrical attacks.

## Demon Heart of Chatha Ranks: 3

Improves the Demonic Heart invocation by increasing the rate of mana and health regeneration and resistances to stun and fear.

| Rank | Modifications |
|---|---|
| 1 | +22 Natural Health Regen, +35 Natural Health Regen |
| 2 | +30 Natural Health Regen, +46 Natural Health Regen |
| 3 | +44 Natural Health Regen, +73 Natural Health Regen |

## Hell's Embrace Ranks: 2

Increases the health bonus received from the Demonic Vitality incantation cast by your Demon Guardian servant.

## Spell - Wicked Bolts Ranks: 5

Grants s swift casting lightning spell that also flings the target backwards. Adding ranks increases the distance the target is knocked back.

| Min. Level | Mana | Casting Time | Recast | Effect |
|---|---|---|---|---|
| 50 | 156 | Instant | 40 seconds | 55-129 points of Electrical damage |

### Requires 35 Points in the Havoc Feat Tree

## Pact of Dread Ranks: 5

When you land a critical hit with a spell, you gain a 20% bonus to your spell critical damage for Fires of Gehenna, Hellfire Stream, Shockstrike, and Shock spells, as do spells cast by your minions. This has 5 charges. A critical hit from any spell consumes one of these charges and when all are used this power becomes inactive for a brief time.

## Spell - Possession Ranks: 2

Grants a channeling spell which forces a demon soul into your victim's body, either stunning them or making them go berserk.

| Min. Level | Mana | Channeling Time | Recast |
|---|---|---|---|
| 60 | 652 | Every 1 second for 5 seconds | 60 seconds |

## Spell - Thunderclap Ranks: 5

Grants a channeling spell which invokes a cone shaped energy field that inflicts Electrical damage and has a chance of flinging aside anyone caught in it.

| Min. Level | Mana | Channeling Time | Recast |
|---|---|---|---|
| 60 | 365 | Every 2 second for 10 seconds | 40 seconds |

### Requires 40 Points in the Havoc Feat Tree

## Spell - Pact of Earthwalking Ranks: 1

Grants the Pact of Earth Walking spell which frees your servant from the chains that bind it, allowing it to manifest fully in the world with all of its powers.

| Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|
| 70 | 365 | 3 seconds | 90 seconds |

## Spell - Lore of Skelos Ranks: 1

Grants a spell that increases your magical damage, but also increases the mana cost of many of your spells.

| Min. Level | Mana | Casting Time | Duration | Modification |
|---|---|---|---|---|
| 70 | 391 | 1.5 seconds | 30 seconds | +35% Magic Damage Modifier, +50 Mana Cost to Chaotic Blast, Fiery Torment, Fires of Gehenna, Hellfire Stream, Inferno of Amher, Shock, Shockblast, Shockstrike, Storm Chains, Waves of Flame |

# CONFLAGRATION

The Conflagration tree contains feats bolster your fire damage spells. The top part of the tree focuses almost exclusively on your Fires of Gehenna spell, giving you many options for increasing its power. Like the Havoc Tree, Conflagration also augments the demons who serve you, making them even more fearsome.

## Deeper Fires — Ranks: 5

Increases the damage done by the Fires of Gehenna invocation.

| Rank | Modifications |
|---|---|
| 1 | Increases damage by +1.5% |
| 2 | Increases damage by +2% |
| 3 | Increases damage by +2.5% |
| 4 | Increases damage by +3% |
| 5 | Increases damage by +5% |

Requires 5 Points in the Conflagration Feat Tree

## Pyromancer — Ranks: 5

Increases the damage done by all your fire-based spells.

| Rank | Modifications |
|---|---|
| 1 | +21.7 Fire Damage |
| 2 | +28.9 Fire Damage |
| 3 | +36.1 Fire Damage |
| 4 | +43.4 Fire Damage |
| 5 | +72.3 Fire Damage |

## Fluidic Fires — Ranks: 5

Improves the Fires of Gehenna spell with a splash effect that damages enemies nearby the primary target.

| Rank | Modifications |
|---|---|
| 1 | 15% Splash Damage |
| 2 | 30% Splash Damage |
| 3 | 45% Splash Damage |
| 4 | 60% Splash Damage |
| 5 | 100% Splash Damage |

Requires 10 Points in the Conflagration Feat Tree

## Lingering Flames — Ranks: 5

Improves the Fires of Gehenna spell by increasing the damage inflicted by its lingering Incinerate effect.

| Rank | Modifications |
|---|---|
| 1 | Increase damage by 5% |
| 2 | Increase damage by 10% |
| 3 | Increase damage by 15% |
| 4 | Increase damage by 20% |
| 5 | Increase damage by 30% |

## Blazing Fire — Ranks: 3

Increases the width of the Hellfire Stream spell.

| Rank | Modifications |
|---|---|
| 1 | +25 Spell column radius |
| 2 | +50 Spell column radius |
| 3 | +75 Spell column radius |

## Amassed Flames — Ranks: 2

Each time you cast the Fires of Gehenna spell, you empower your magic for a short time with extra fire damage. This can be applied up to 5 times. Additional feat points increase the fire damage bonus.

Requires 15 Points in the Conflagration Feat Tree

## Field of Fires — Ranks: 3

Improves the Fires of Gehenna spell by causing its lingering Incinerate effect to inflict continuous are damage.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 10% |
| 3 | Increases damage by 25% |

## Demonic Frenzy — Ranks: 3

Empowers the spells of demonic servants with additional splash damage.

## Spell - Consume Flames — Ranks: 3

Converts the lingering damage effect of the Fires of Gehenna into mana regeneration for you.

| Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|
| 25 | 0 | 0.5 seconds | 20 seconds |

## Spell - Demonic War — Ranks: 2

Grants a spell that focuses the minds of you and your party, granting a chance on successful attacks to increase your damage.

| Min. Level | Mana | Casting Time | Duration |
|---|---|---|---|
| 25 | 313 | 3 seconds | 1 hour |

## Spell - Unholy Hate Ranks: 1

Grants you an incantation that increases thy physical and magical damage inflicted by all team members.

| Min. Level | Mana | Casting Time | Recast | Effect |
|---|---|---|---|---|
| 25 | 130 | instant | 25 seconds | +10% Magic Damage Modifier, +10 Damage Multiplier |

## Requires 20 Points in Conflagration

## Spell - Living Firestorm Ranks: 1

A ground targeted fire spell that leaves a field of flames that inflicts fire damage on anyone in the area.

| Rank | Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|---|
| 1 | 30 | 330 | 3 seconds | 75 seconds |

## Devouring Flames Ranks: 1

Augments the Fires of Gehenna spell so that the corpses of any enemy killed by the spell's lingering flames continue to burn fiercely, damaging any nearby enemies.

## Spell - Detonation Ranks: 1

Grants a spell that converts the Fires of Gehenna's lingering damage effect into instant fire damage that affects all enemies nearby the victim. If the target is a minion it is instantly slain.

| Rank | Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|---|
| 1 | 30 | 182 | 3 seconds | 60 seconds |

## Requires 25 Points in Conflagration

## Improved Waves of Flame Ranks: 5

By pouring in your own despicable willpower, you increase the critical hit chance of your Waves of Flame spell.

## Hellwave Ranks: 1

A critical spell strike while channeling Waves of Flame means their next Hellfire Stream is cast for no mana.

## Combustion Ranks 2

Lowers the casting time of Hellfire Stream, but increases its recharge time.

| Rank | Modifications |
|---|---|
| 1 | Modify casting time by 0.5 seconds |
| 2 | Modify casting time by 1 second |

## Black Ashes Ranks: 2

Enhances the Inferno of Amher spells by inflicting a greater damage reduction penalty on its victims.

## Requires 30 Points in Conflagration

## Hell's Pavise Ranks: 5

Increases the strength of the damage shield spell cast by your Demon Avenger servant.

## Blessing of Amher Ranks: 5

Increases the damage of Inferno of Amher.

## Spell - Greater Flames Ranks: 1

Grants a spell that increases damage inflicted by the next Fires of Gehenna spell, although it also increases the casting time.

| Rank | Min. Level | Mana | Casting Time | Duration |
|---|---|---|---|---|
| 1 | 50 | 234 | instant | 20 seconds |

## Spell - Flame Body Ranks: 5

Grants a spell that increases the damage of your fire spells and your fire resistance but makes you more susceptible to cold damage.

| Min. Level | Mana | Casting Time | Duration | Recast |
|---|---|---|---|---|
| 50 | 287 | 1 seconds | 10 seconds | 35 seconds |

| Rank | Modifications |
|---|---|
| 1 | -10% Cold Invulnerability,+10% Fire Invulnerability, +36.1 Fire Damage |
| 2 | -10% Cold Invulnerability, +15% Fire Invulnerability, +43.4 Fire Damage |
| 3 | -10% Cold Invulnerability, +20% Fire Invulnerability, +50.6 Fire Damage |
| 4 | -10% Cold Invulnerability, +25% Fire Invulnerability, +57.8 Fire Damage |
| 5 | -10% Cold Invulnerability, +30% Fire Invulnerability, +77.7 Fire Damage |

## Agonizing Fiery Torment Ranks: 3

Increases the damage of the Fiery Torment spell.

Requires 35 Points in the Conflagration Feat Tree

## Hell's Blood Ranks: 2

Increases the regeneration bonus received from the Vile Ambrosia incantation cast by your Demon Slave servant.

## Spell - Gate of Hell Ranks: 5

Grants a spell that banishes demons and inflicts massive fire damage should they return or roots other enemies to the floor then slowly burns them alive for a short time.

| Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|
| 60 | 260 | 2.5 seconds | 60 seconds |

## Phase Out Ranks: 2

You have walked in Hades, decreasing the cast time and increasing the bonuses of the Planar Shift spell.

| Rank | Modifications |
|---|---|
| 1 | Decrease casting time by 0.3 seconds |
| 2 | Decrease casting time by 0.6 seconds |

## Set's Chosen Ranks: 5

Improves the Pact with Set and Bloody Pact with Set spells by reducing the amount of damage done to you.

## Breach Pact Ranks: 2

Reduces the mana cost of the Break Pact spell.

| Rank | Modifications |
|---|---|
| 1 | -25 Mana Cost |
| 2 | -50 Mana Cost |

Requires 40 Points in the Conflagration Feat Tree

## Spell - Impish Horde Ranks: 1

Creates a breach in the walls of reality, through which are summoned 4-8 fire imps. Any demon servant already summoned returns to hell when this spell is cast. Additionally, when you cast Gate of Hell on a demon, there is a small chance that an imp appears and obeys your commands for a short period of time.

| Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|
| 70 | 391 | 3 seconds | 120 seconds |

## Let Them Burn Ranks: 1

Grants you the Let Them Burn spell which channels fire at the target and burns any enemies nearby. The flame's strength increases while channeling.

| Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|
| 70 | 339 | Every 3 seconds for 13 seconds | 40 seconds |

# The Demonologist

It had taken him years to learn the appropriate ritual, years of study, of trafficking with lesser entities, always seeking but never finding true power. He had traveled the known world in search of the knowledge, only to be led back to his homeland. He had taken three servants with him to dig a passage into this forgotten tomb, far below the desert sands. Their corpses were now stacked in a corner in the outer chamber. After so many years, he was taking no chances. At last he was ready.

The girl he had brought struggled against her bonds now that the lotus powder had worn off. He was glad he had taken the precaution of dressing her in the ceremonial robe and binding her to the altar while she was still unconscious. The way she writhed and struggled with the bonds he knew she would have been trouble. He had been forced to pad the ropes so she wouldn't injure herself trying to escape. No sense wasting blood on that. He had been forced to gag her so that he didn't have to listen to her screams as he made his final preparations.

He had gathered the necessary materials and had done all of the calculation months ahead of time. The stars and the moon must be in the perfect alignment at this spot. Each piece of ceremony was painstakingly researched and prepared. An ancient knife stained with the blood of a thousand battlefields, dark candles rendered from the tallow of a murderer. A young woman born on a moonless night. It took months to seek out these things.

The waiting was the most difficult part.

At the appointed time he took the specially prepared knife and made two deep cuts along each side of the girl's neck, just under the jaw. The blood pumped slowly out in the grooves cut into the altar, though it took only moments, its seemed an eternity as it reached the shallow basin near her feet. As the first drops appeared, he made a deep slice into his own hand, letting his blood mix with hers as he began the invocation.

He waited several long minutes and nothing happened. The girl had ceased struggling and her chest no longer rose and fell. He had been so sure, his calculations were perfect! Just as he was beginning to lose hope the girl sat up, breaking the bonds as if they had been of a single strand of silk. Here eyes were dark flames and she opened her mouth and a million voices spoke as one.

Who calls to us?

The voice came from the girl but also from all around and inside his head, he felt as if his skull might crack open under the pressure, but he was undaunted.

"I do. Jathunon, of Stygia."

We care not what mortals call you.

We find you worthy to serve.

His body went rigid and he fell to the ground as knowledge from the planes of hell filled his mind. The power he had always desired flooded into him,

## Skills

Spend your skill points to help you with heavy casting. Because you depend so heavily on your sorcerous arts, raise your Renew Mana and Mana Attractor skills first, followed by Casting Concentration. Having a higher rate of mana regeneration is always good, especially for reducing the downtime between battles and improving your Casting Concentration helps you to finish your spells uninterrupted, which can make all the difference in your overall effectiveness.

If you plan to participate in PvP, don't neglect your Perception skill. As a Mage, your cloth armor can make you seem like an easy target, which you aren't, but Perception helps you keep an eye out for those players who haven't yet learned that taking on a Demonologist is no easy task.

## Attributes

When choosing which pieces of equipment to wear, look for pieces that augment your Intelligence to raise the magical damage you do and to increase your mana pool. Also look for items with Constitution. Though Intelligence should be your primary concern, extra stamina and life are always welcome. Dexterity is also beneficial since it raises your Defense Rating and adds to your stamina, but should always come behind Intelligence when selecting your equipment.

## Soloing

Demonologists are a great solo class. This is especially true since you are never truly alone and can always call upon a demon to serve you. Your dark sorcery and ability to summon demonic servants make you well equipped for almost any reasonable challenge. Remember though, that your pet is not a tank. It can't take a great deal of punishment nor does it have the ability to taunt enemies to distract them from you. Think of your pet as an extra damage dealer, one with a diverse arsenal of spells. Like you, it isn't made to get beat on too much, but can really deal decent damage to your foes.

When you summon a pet, notice that a small pet bar appears to the left of your name above the lower left hotbar. This bar lets you give your pet some basic commands.

### Attack

Sends your pet to attack a target you specify.

### Defend

This puts your pet in a defensive mode. It won't attack anything that isn't attacking you first. This is a good command to use as your pet can respond quickly if you are attacked. It's still possible to command your pet to attack targets while defending.

### Follow

Your pet follows by default, but in case you find that it just stands there as you move, this command can get it going again. It is equally useful when you want to stop a pet from following you. This is often helpful if you are attempting to move with some delicacy near enemies you don't want to aggro.

### Assist

Has your pet assist a target you specify. This is especially useful when teamed.

### Dismiss

If your pet displeases you, or if you just have no more use for it, dismiss it, and send it back to the depths of hell until you need it again.

Each time you gain a new demonic servant, take the time to get used to it, learn their abilities and how they behave in different situations. You won't regret the time you spent practicing with them.

## Grouping

Demonologists are a heavy damage dealer which means you can put an end to fights very quickly. You and your pets possess various skills that are beneficial to a whole team. For example, your Demon Avenger gives each of your team members a damage shield which inflicts damage whenever they are attacked. Draw Forth the Heart restores mana to your whole team. Some feats, like Unholy Hate, affect all team members, making your group that much stronger.

Because of the amount of damage you do, be careful in groups that you don't draw the enemies to you by blasting them with the fires of hell too early. Let your tank taunt them a bit so that when their attention is focused elsewhere you can burn their souls.

## PvP

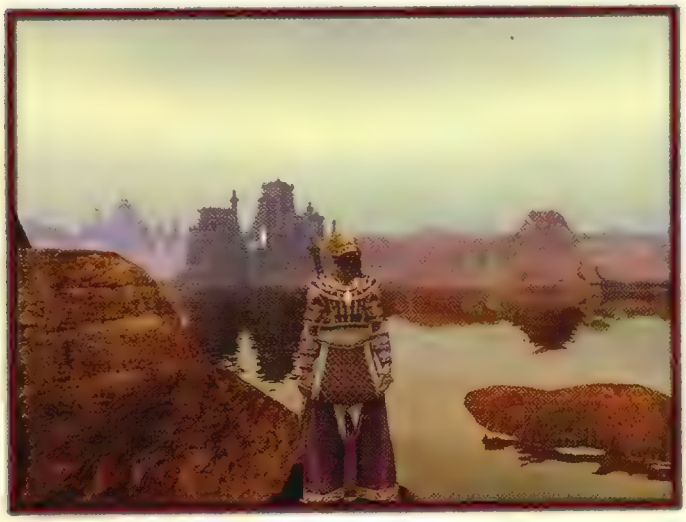
Some players see a cloth wearing caster and think, "easy target." After facing an experienced Demonologist, they soon change their minds. Depending on whether you lean more heavily on your fire spells or electrical spells, use Cursed by Hell or Cursed by the Heavens.

In addition, always have a pet summoned. Your pet's damage is a big part of what makes you so dangerous and there is never a reason to be without a pet. If you or your team seems to be running low on health often, use your Demon Guardian to boost that. If mana seems to be an issue, your Demon Familiar can help out. Spend time playing with all your pets, learning how they can benefit you in different situations. Knowing which one to summon is a valuable skill.

# Herald of Xotli

Though most Stygians worship Set, there are some whose insatiable lust for power pushed them beyond faithfulness and devotion. These avaricious scholars push beyond the known world to encounter Xotli, a demon-god of the outer realms. Caring little what the cost, they become host to true demonic power, but are never wholly human again. Instead of merely calling on the powers of a deity, Heralds of Xotli actually channel part of the demon's essence, warping their own flesh into an avatar of this unholy god.

As a Herald of Xotli you are clad in only cloth and silk armor, and depend mostly on your demonic pact to protect you. You can use crossbows and thrown weapons, but depend mostly on your two-handed blade to strike down your foes.



As a battle mage, the Herald is a combination of close combat skill and devastating demonic power. Xotli grants the Herald many terrible and malevolent spells but being filled with demonic power causes the Herald to want to charge into battle, rending the flesh of his or her enemies with sword and claws. The Herald is most content when surrounded by fire and soaked in the blood of his enemies.

## Combos

Your weapon serves as a conduit for the demonic power gifted to you by the demon god, Xotli. Each blow, each stroke, is a prayer to your god, promising a red rain of sacrifices in his name. Many of your combos not only deal damage, but make your target more susceptible to the fiery damage of your spells. Only by balancing your martial prowess with your mystical arts can you reach your true potential.

### Body and Spirit Wrack

**Weapon Requirement** | Two-Handed Edged

It is as though you open a portal into your victim and then drive your sword into flesh and living soul, attacking their body and tearing at their mana reserves.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 20 | 225 | 30 seconds |
| 2 | 48 | 276 | 30 seconds |
| 3 | 68 | 327 | 30 seconds |

### Burn to Death

**Weapon Requirement** | Two-Handed Edged

You briefly pause to call upon your demon god then spin and strike. The victim bursts into flames for a short time, becoming a screaming human torch. You grimly laugh at their agonized shrieks.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 15 | 112 | 10 seconds |
| 2 | 28 | 112 | 10 seconds |
| 3 | 44 | 173 | 10 seconds |
| 4 | 60 | 225 | 10 seconds |
| 5 | 72 | 296 | 10 seconds |

### Hell Strikes

**Weapon Requirement** | Two-Handed Edged

This flourish of deadly blows can cut a man to pieces. No human can deliver blows with such force in so short a time; they are powered by demonic might.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 5 | 92 | 10 seconds |
| 2 | 24 | 153 | 10 seconds |
| 3 | 40 | 153 | 10 seconds |
| 4 | 52 | 204 | 10 seconds |
| 5 | 64 | 214 | 10 seconds |
| 6 | 80 | 255 | 10 seconds |

### I Eat Your Heart

**Weapon Requirement** | Two-Handed Edged

When used against a minion you plunge a fist into the victim's chest, tear out their heart, feast upon it, and then throw it to the ground. Killing and consuming your enemy's heart heals you.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 28 | 317 | 120 seconds |

### Molten Steel Slash

**Weapon Requirement** | Two-Handed Edged

So swift is this sword-stroke and so sharp the cut, the damage done barely registers with the target (it generates a low amount of hate). Additionally, through foul sorcery, it also makes the victim highly flammable and more susceptible to fire attacks.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 7 | 153 | 20 seconds |
| 2 | 20 | 194 | 20 seconds |
| 3 | 36 | 163 | 20 seconds |
| 4 | 56 | 225 | 20 seconds |
| 5 | 76 | 266 | 20 seconds |

## Pillar of Infernal Flame

| Weapon Requirement | Two-Handed Edged |
|---|---|

Using your sword as your focus, you stab it into the earth at your feet and call forth the fires of hell in a great pillar of flame.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 17 | 245 | 60 seconds |
| 2 | 32 | 296 | 60 seconds |
| 3 | 80 | 307 | 60 seconds |

# Spells

The strength of the Herald of Xotli lies in combining the demonic might gifted by Xotli in the form of combos and spells. While your melee skills are keen, you really shine when wielding Xotli's demonic energies. Many of the following spells work in concert with each other, so learn them well and you can become an unstoppable juggernaut of demonic force.

## Arcane Abatement

This incantation increases resistance to cold damage of your allies by suppressing and bending physical laws, dampening magic. This spell requres 3 seconds to cast, lasts for 1 hour and has a 6 second cooldown.

| Rank | Level | Mana | Effect |
|---|---|---|---|
| 1 | 17 | 175 | +1% Cold Invulnerability |
| 2 | 30 | 175 | +2% Cold Invulnerability |
| 3 | 45 | 242 | +4% Cold Invulnerability |
| 4 | 60 | 314 | +6% Cold Invulnerability |
| 5 | 75 | 394 | +8% Cold Invulnerability |

## Burning Skull

A burning skull, a tortured remnant of one of Xotli's sacrificial victims, orbits you, damaging any enemy striking you. The skull remains dormant for a short period of time after each manifestation.

| Rank | Level | Mana | Casting Time | Duration | Recast |
|---|---|---|---|---|---|
| 1 | 50 | 265 | 2 seconds | 65 seconds | 30 seconds |
| 2 | 65 | 340 | 2 seconds | 65 seconds | 30 seconds |
| 3 | 80 | 425 | 2 seconds | 65 seconds | 30 seconds |

## Contract of Protection

The power of Xotli protects you and your party against damage, absorbing the first few points of damage from each hit. There is a maximum amount of damage that can be absorbed before the protection fails. Contract of Protection lasts 5 minutes, requires 3 seconds to cast and has a 20 second cooldown.

| Rank | Level | Mana | Effect |
|---|---|---|---|
| 1 | 10 | 60 | +19.9 Damage reduction per hit, absorbing 298 hitpoints every 25 seconds |
| 2 | 25 | 270 | +39.3 Damage reduction per hit, absorbing 628 hitpoints every 25 seconds |
| 3 | 40 | 395 | +66.8 Damage reduction per hit, absorbing 1135 hitpoints every 25 seconds |
| 4 | 55 | 515 | +87.4 Damage reduction per hit, absorbing 1572 hitpoints every 25 seconds |
| 5 | 70 | 660 | +92 Damage reduction per hit, absorbing 1840 hitpoints every 25 seconds |

## Demon Maw

You greatly increase your fire damage. In addition, when Hellfire Breath is cast, it places a powerful life regeneration effect on you. If this regeneration effect is not running, you suffer heavy damage over a period of time. Demon Maw requires 3 seconds to cast and has a 120 second cooldown.

| Rank | Level | Mana | Duration | Effect |
|---|---|---|---|---|
| 1 | 80 | 425 | 40 seconds | +201.3 Fire Damage, Causes 221 damage to self every 1 second. |

## Desecrating Essence

You become infused with the demonic essence of Xotli, changing your very form to reflect the visage of this dark god! Also increases your health, magical fire damage, and fire melee damage. Nearby foes take constant fire damage. Desecrating Essence requires 1.5 seconds to cast, lasts for 25 seconds and has a cooldown of 120 seconds.

| Rank | Level | Mana | Effect |
|---|---|---|---|
| 1 | 3 | 65 | +33.2 Max Health, +26.2 magic Fire Damage, +4 melee Fire Damage |
| 2 | 20 | 195 | 88.4 Max Health, +33.1 magic Fire Damage, +8 melee Fire Damage |
| 3 | 40 | 335 | 150.8 Max Health, +49.8 magic Fire Damage, +14.9 melee Fire Damage |
| 4 | 60 | 475 | 189.8 Max Health, +68.8 magic Fire Damage, +23.3 melee Fire Damage |
| 5 | 80 | 640 | 222 Max Health, +83.4 magic Fire Damage, +29.9 melee Fire Damage |

## Dread Visage

Your face is replaced by an alien manifestation of the void demon, Xotli. So unnatural and aberrant is your appearance that foes flee screaming in terror.

| Rank | Level | Mana | Casting Time | Duration | Recast |
|---|---|---|---|---|---|
| 1 | 70 | 735 | 2 seconds | 5 seconds | 40 seconds |

## Exultation of Xotli

This potent surge of might increases your melee damage for a short time. Afterwards you suffer a period of reduced damage as fatigue overcomes you. This spell requires 1 second to cast, and lasts for 10 seconds.

| Rank | Level | Mana | Recast | Effect |
|---|---|---|---|---|
| 1 | 45 | 303 | 25 seconds | +15% Damage Multiplier |
| 2 | 60 | 393 | 25 seconds | +22% Damage Multiplier |
| 3 | 75 | 493 | 25 seconds | +30% Damage Multiplier |

## Fiery Enervation

You blast foes around you with cursed infernal fires which inflict fire damage on nearby enemies, reduces the damage done by their attacks, and makes them more susceptible to physical attacks.

| Rank | Level | Mana | Casting Time | Recast |
|---|---|---|---|---|
| 1 | 55 | 715 | 3 seconds | 15 seconds |
| 2 | 70 | 920 | 3 seconds | 15 seconds |

## Hellfire Breath

Your jaws extend and blast hellfire in a wide cone, dealing fire damage to any enemies in front of you.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 1 | 78 | 2.5 seconds | 132-220 points of fire damage |
| 2 | 25 | 201 | 2.5 seconds | 265-441 points of fire damage |
| 3 | 40 | 276 | 2.5 seconds | 366-643 points of fire damage |
| 4 | 55 | 355 | 2.5 seconds | 517-862 points of fire damage |
| 5 | 70 | 439 | 2.5 seconds | 652-1086 points of fire damage |

## Inferno Curse

This incantation curses nearby enemies. They suffer increased damage from fire attacks, making them susceptible to your fiery arsenal.

| Rank | Level | Mana | Casting Time | Recast | Effect |
|---|---|---|---|---|---|
| 1 | 40 | 440 | 2 seconds | 5 seconds | -2% Fire Invulnerability |
| 2 | 55 | 575 | 2 seconds | 5 seconds | -4% Fire Invulnerability |
| 3 | 70 | 735 | 2 seconds | 5 seconds | -6% Fire Invulnerability |

## Phoenix Cloak

This sorcery wreathes you in flames inflicting continuous fire damage on nearby enemies and protecting you. The cloak makes it difficult for you to attack or move and constantly drains your mana. You also suffer increased damage from cold based attacks. Phoenix Cloak requires 1 second to cast, lasts for 16 seconds and has a 5 minute cooldown.

| Rank | Level | Mana | Effect | Effect over Time |
|---|---|---|---|---|
| 1 | 60 | 470 | -50% Cold Invulnerability, +35 Damage Deflection, -50% Damage Multiplier, +50% Hinder Movement | Removes 315 points of Mana every 2 seconds, 86-107 points of Fire damage every 2 seconds |
| 2 | 75 | 590 | -65% Cold Invulnerability, +50 Damage Deflection, -50% Damage Multiplier, +50% Hinder Movement | Removes 315 points of Mana every 5 seconds, 146-178 points of Fire damage every 2 seconds |

## Sign of Xotli

Your patron grants demonic toughness, increasing your defense rating.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 10 | 78 | 3 seconds | 1 hour | +10 Defense Rating |
| 2 | 30 | 85 | 3 seconds | 1 hour | +32.1 Defense Rating |
| 3 | 60 | 155 | 3 seconds | 1 hour | +39.8 Defense Rating |

## Word of Command

The mesmerizing quality of your authoritative command, complemented by flashed effects, roots nearby enemies to the ground for a short time.

| Rank | Level | Mana | Casting Time | Recast |
|---|---|---|---|---|
| 1 | 13 | 99 | instant | 30 seconds |
| 2 | 30 | 241 | instant | 30 seconds |
| 3 | 45 | 333 | instant | 30 seconds |
| 4 | 60 | 432 | instant | 30 seconds |
| 5 | 75 | 542 | instant | 30 seconds |

## Fiery Weapons — Ranks: 5

You focus your burning hatred during combat and your melee attacks have a chance of inflicting additional fire damage.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 15% |
| 3 | Increases damage by 25% |
| 4 | Increases damage by 35% |
| 5 | Increases damage by 60% |

Requires 5 Points in the Avatar Feat Tree

## Improved Fiery Weapons — Ranks: 5

Increases the fire damage inflicted by your Fiery Weapons ability and all team members gain their own Fiery Weapons effect.

| Rank | Modifications |
|---|---|
| 1 | Increases damage by 20% |
| 2 | Increases damage by 40% |
| 3 | Increases damage by 60% |
| 4 | Increases damage by 80% |
| 5 | Increases damage by 120% |

# Feats

The Avatar Tree concentrates on making your already impressive melee skills more deadly, while the Possession Feat Tree makes the dark magic of your god even more potent. Every Herald must decide which path to walk, but a combination of the two may suit your nefarious purposes best.

## AVATAR

The Avatar Feat Tree primarily focuses on augmenting your melee abilities. The feats here increase the damage of your combos, decrease their cooldowns, and spread the damage to other targets, among other things. As a Herald of Xotli, you must combine spells and combos to inflict the most damage, but if you find yourself leaning more towards the melee side of things, the talents in this tree may be the best choice for you.

## Spreading Flames Ranks: 5

The persistent damage inflicted by the Burn to Death combos has a chance of jumping to nearby foes. Higher ranks increase the danger of the damage spreading.

### Requires 10 Points in the Avatar Feat Tree

## Spell-Demonic Fortitude Ranks: 2

This incantation allows you to convert mana into stamina, draining your magical strength to improve your melee capabilities.

| Rank | Mana | Casting Time | Recast | Effect | |
|---|---|---|---|---|---|
| 1 | 20 | 0 | 1 second | 15 seconds | Renews 51 points of Stamina, Removes 130 points of Mana |
| 2 | 20 | 0 | 1 second | 15 seconds | Renews 102 points of Stamina, Removes 183 points of Mana |

## Demonic Leech Ranks: 5

Your Body and Spirit Wrack combo bestows some of the drained mana upon you.

## Rage of Xotli Ranks: 3

You increase the demonic might of your Hell Strikes combo, inflicting extra damage.

| Rank | Modifications |
|---|---|
| 1 | DPS increase by 8% |
| 2 | DPS increase by 12% |
| 3 | DPS increase by 20% |

### Requires 15 Points in the Avatar Feat Tree

## Mindless Brute Ranks: 3

You sacrifice some of your magical prowess for combat survivability, permanently lowering your magical damage but increasing your health.

| Rank | Modifications |
|---|---|
| 1 | -1% Magic Damage Modifier, +103.4 Max Health |
| 2 | -2% Magic Damage Modifier, +206.9 Max Health |
| 3 | -3% Magic Damage Modifier, +413.8 Max Health |

## Flame of Xotli Ranks: 3

You are blessed by your demon master, increasing the damage done by your Burn to Death combos.

| Rank | Modifications |
|---|---|
| 1 | Increases damage by 15% |
| 2 | Increases damage by 30% |
| 3 | Increases damage by 55% |

## Reaching Flames Ranks: 2

By using your dark will to purify the hellish flames, you increase the area affected by the Pillar of Infernal Flame combos.

| Rank | Modifications |
|---|---|
| 1 | Radius increase by 1m |
| 2 | Radius increase by 2m |

## Spell - Demonic Supplication Ranks: 3

Grants a spell that increases the duration of your next Desecrating Essence or Avatar of Xotli spell.

| Rank | Mana | Casting Time | Recast | Effect |
|---|---|---|---|---|
| 1 | 1305 | instant | 120 seconds | +10 Duration of Avatar of Xotli, +15 Duration of Desecrating Essence |
| 2 | 1305 | instant | 120 seconds | +15 Duration of Avatar of Xotli, +30 Duration of Desecrating Essence |
| 3 | 1305 | instant | 120 seconds | +20 Duration of Avatar of Xotli, +45 Duration of Desecrating Essence |

### Requires 20 Points in the Avatar Feat Tree

## Blood Pit Ranks: 1

Killing a minion with the I Eat Your Heart combo spawns a Blood Pit, greatly increasing the health regeneration of allies close to it. There is also a small chance of spawning the Blood Pit by delivering a killing blow to an enemy.

## Ether Thirst Ranks: 3

Increases the amount of mana damage inflicted by the Body and Spirit Wrack combos. This also lowers the casting time and re-use time for Demonic Fortitude.

| Rank | Modifications |
|---|---|
| 1 | Modify recast time by -2 seconds, Decrease casting time by -33% |
| 2 | Modify recast time by -4 seconds, Decrease casting time by -66% |
| 3 | Modify recast time by -6 seconds, Decrease casting time by -100% |

## Combo - Fire Lance Ranks: 1

**Weapon Requirement: Two-Handed Edged**

Grants a swift combo that inflicts significant fire damage on targets standing before you. This combo takes a moderate amount of time to refresh.

| Rank | Min. Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 30 | 500 | 180 seconds |

## Requires 25 Points in the Avatar Feat Tree

## Butcher Ranks: 5

Reduces the time taken for your Hell Strikes combo to refresh.

| Rank | Modifications |
|---|---|
| 1 | Decrease cooldown time by 1 seconds |
| 2 | Decrease cooldown time by 2 seconds |
| 3 | Decrease cooldown time by 3 seconds |
| 4 | Decrease cooldown time by 4 seconds |
| 5 | Decrease cooldown time by 5 seconds |

## Flaming Hatred Ranks: 5

Decreases the time taken for your Pillar of Infernal Flame combo to refresh.

| Rank | Modifications |
|---|---|
| 1 | Decrease cooldown time by 3 seconds |
| 2 | Decrease cooldown time by 6 seconds |
| 3 | Decrease cooldown time by 9 seconds |
| 4 | Decrease cooldown time by 12 seconds |
| 5 | Decrease cooldown time by 15 seconds |

## Wrath of Xotli Ranks: 2

You channel the black god's hatred for life, substantially increasing the damage inflicted by Desecrating Essence.

| Rank | Modifications |
|---|---|
| 1 | Increases damage by 25% |
| 2 | Increases damage by 50% |

## Requires 30 Points in the Avatar Feat Tree

## Damning Eloquence Ranks: 3

Reduces the casting time of Inferno Curse and Fiery Enervation spells. Investing more feat points ultimately means you can cast the spells instantaneously.

| Rank | Modifications |
|---|---|
| 1 | Decrease casting time by -33% |
| 2 | Decrease casting time by -66% |
| 3 | Decrease casting time by -100% |

## Searing Curses Ranks: 5

Adds a lingering fiery wound to the Molten Steel Slash combo that burns the victim for a short time.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | +45% increase to damage |
| 3 | +90% increase to damage |
| 4 | +135% increase to damage |
| 5 | +200% increase to damage |

## Improved Burning Skull Ranks: 1

While the Burning Skull damage shield is not in effect it inflicts damage on a nearby enemy, pulsing them with fire every few seconds.

## Demon Within Ranks: 5

You unleash your own personal demons and increase the duration of the Desecrating Essence spell.

| Rank | Modifications |
|---|---|
| 1 | Modify Duration by 2 |
| 2 | Modify Duration by 4 |
| 3 | Modify Duration by 6 |
| 4 | Modify Duration by 8 |
| 5 | Modify Duration by 12 |

## Requires 35 Points in the Avatar Feat Tree

## Burning Hex Ranks: 2

This infernal oath to Xotli adds a lingering flaming wound to the Inferno Curse and Fiery Enervation spells.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 50% |

## Flame Cleave Ranks: 5

Your Hell Strikes combos have a chance of triggering a wall of flame behind the target, burning any enemies in its path.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 15% |
| 3 | Increases damage by 25% |
| 4 | Increases damage by 35% |
| 5 | Increases damage by 60% |

## Searing Hatred — Ranks: 1

Your Pillar of Infernal Flame combo also inflicts lingering fire damage, slowly burning the victim alive.

## Desecration — Ranks: 5

You swear a vile oath, forever damning your soul in return for decreasing the time required to recast the Desecrating Essence spell.

| Rank | Modifications |
|---|---|
| 1 | Modify recast time by -5 seconds |
| 2 | Modify recast time by -10 seconds |
| 3 | Modify recast time by -15 seconds |
| 4 | Modify recast time by -20 seconds |
| 5 | Modify recast time by -30 seconds |

## Hellfire Feast — Ranks: 2

When polymorphed your melee attacks also feed you mana for each attack.

Requires 40 Points in the Avatar Feat Tree

## Spell - Tongue of Xotli — Ranks: 1

Channels hellish fire from you to the target, inflicting heavy damage on that enemy and any other foes between the two. Any enemy struck by the damage has a chance of creating a fire pit, which inflicts area fire damage to any nearby enemies.

| Min. Level | Mana | Casting Time | Recast | Effect |
|---|---|---|---|---|
| 70 | 550 | 2.5 seconds | 120 seconds | Causes 980-1633 Fire damage |

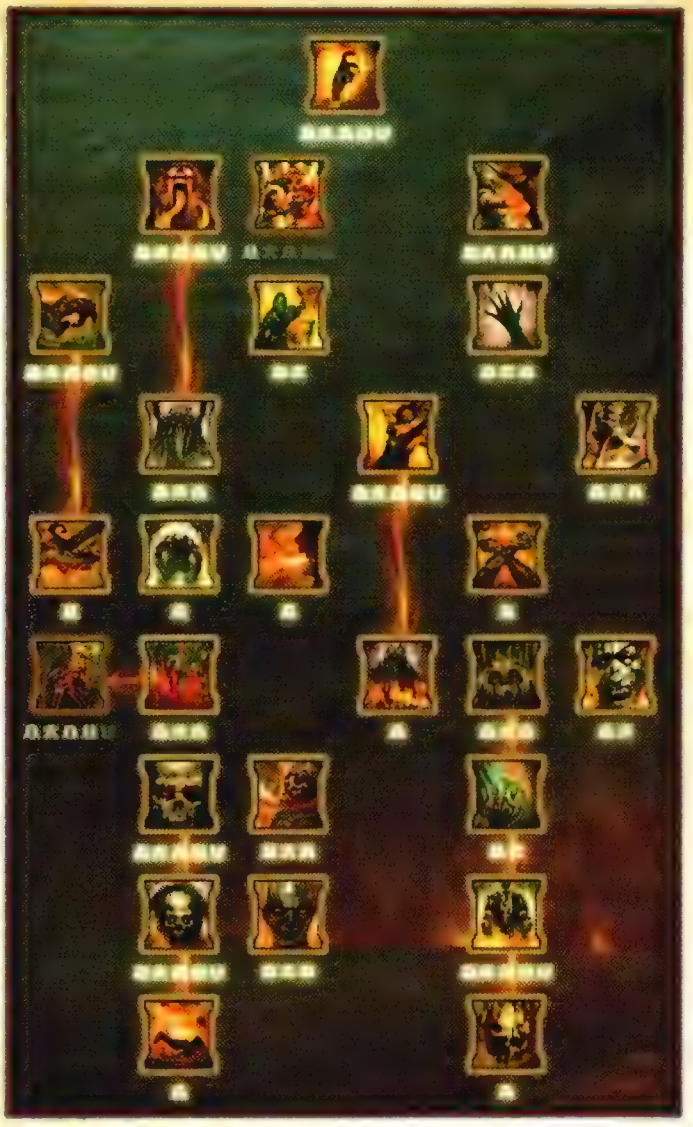
## Spell - Avatar of Xotli — Ranks: 1

Improves your polymorph ability by adding a chance your attacks inflict fire damage on all nearby targets, increasing the damage done by their pulsing flames, adding bonus fire damage to melee and magical attacks, increasing resistance to fire damage, improving the healing powers of Demon Maw and removing any penalties incurred from casting Exultation of Xotli.

| Min. Level | Mana | Casting Time | Duration | Recast | Effect |
|---|---|---|---|---|---|
| 70 | 700 | 1.5 seconds | 35 seconds | 5 minutes | +25% Fire Invulnerability, +1011 Max Health, +98 Fire Damage, +43 Fire Damage, +400% Magic mana tap |

# Possession

The Possession Feat Tree zeroes in on your awe-inspiring line of spells. The feats here increase your spell damage, decrease the casting time on some spells, and offer you more protection, to name just a few benefits.



## Hellfire — Ranks: 5

Reduces the casting time of Hellfire Breath, but increases the re-use time.

| Rank | Modifications |
|---|---|
| 1 | Modify recast time by +0.3 seconds, decrease casting time by -0.3 seconds |
| 2 | Modify recast time by +0.8 seconds, decrease casting time by -0.8 seconds |
| 3 | Modify recast time by +1.1 seconds, decrease casting time by -1.1 seconds |
| 4 | Modify recast time by +1.5 seconds, decrease casting time by -1.5 seconds |
| 5 | Modify recast time by +2.3 seconds, decrease casting time by -2.3 seconds |

## Requires 5 Points in the Possession Feat Tree

### Flame Tongue — Ranks: 5

When you use Hellfire Breath, for a short time your melee attacks inflict additional fire damage. This effect can be applied multiple times.

### Xotli's Vengeance — Ranks: 5

Grants you a chance to increase all spells' fire damage each time they strike a foe in melee. This effect may stack up to 5 times and is consumed by casting Hellfire Breath.

### Spitfire — Ranks: 5

Grants an ability that engulfs the next enemy attacked in flames, causing lingering damage and also burning nearby foes, who also have a chance of igniting and inflicting fire damage around them.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage or healing by 5% |
| 3 | Increases damage or healing by 10% |
| 4 | Increases damage or healing by 15% |
| 5 | Increases damage or healing by 25% |

## Requires 10 Points in the Possession Feat Tree

### Spell - Touch of Hell — Ranks: 5

Grants you a spell that causes your attacks to curse the enemy, causing them to suffer increased damage from slashing and fire attacks.

| Min. Level | Mana Cost | Casting Time | Duration | Recast |
|---|---|---|---|---|
| 20 | 783 | 1 second | 20 seconds | 60 seconds |

### Improved Word of Command — Ranks: 2

Increases the area of affected by Word of Command, and reduces the mana cost of that spell.

| Rank | Modifications |
|---|---|
| 1 | -25 Mana cost |
| 2 | -50 Mana cost |

### Demonic Link — Ranks: 3

Increases the fire damage bonus (both melee and magic) bestowed by the Desecrating Essence spell.

## Requires 15 Points in the Possession Feat Tree

### Fury of Xotli — Ranks: 3

Whenever you strike an enemy in combat there is a chance they become empowered and able to use their Hellfire Breath spell for no mana cost.

### Combo - Flame Lash — Ranks: 5

**Weapon Requirement** Two-Handed Edged

Grants a combo and enables you to build up a Flame Lash effect with each melee hit on an enemy. The Flame Lash combo inflicts more damage the more Flame Lash effects are built up, to a maximum of 10.

| Min. Level | Stamina Cost | Cooldown |
|---|---|---|
| 25 | 165 | 10 seconds |

### Roots of Hell — Ranks: 3

Increases your weight when polymorphed, making you harder to knock back in battle. More feat points make you heavier until you have the same weight as a warrior in full plate.

## Requires 20 Points in the Possession Feat Tree

### Lingering Hell — Ranks: 1

Your melee attacks refresh the Touch of Hell effect, so the victim continues to suffer susceptibility to slashing and fire attacks.

### Spell - Undying Glory of Xotli — Ranks: 1

Grants a spell that restores you to life if you die, so that you can carry on Xotli's Diabolic work. It also increases your melee and magical damage and health regeneration for a short time.

| Min. Level | Mana | Casting Time | Duration |
|---|---|---|---|
| 30 | 500 | 3 seconds | 30 minutes |

### Thundering Flames — Ranks: 1

Your Hellfire Breath also briefly silences foes. An enemy can only be affected by Thundering Flames once every few seconds.

### Renewed Exultation of Xotli — Ranks: 1

You sell another fraction of your damned soul and decrease the period of time you spend in a weakened state after casting Exultation of Xotli.

## Requires 25 Points in the Possession Feat Tree

### Phoenix Wings

Lowers the movement speed and damage penalty of the Phoenix Cloak spell.

### Improved Phoenix Cloak Ranks: 5

Augment the Phoenix Cloak spell by misdirecting nearby foes into treating you as less of a threat and making them less likely to break off from their current target to attack you.

### Spell - Inferno Ranks: 1

Grants a spell that ignites the area around you, incinerating enemies. The damage of the Inferno increases with the amount of Flame Lash buffs running on you. Using this spell consumes the Flame Lash buffs.

| Min. Level | Mana | Casting Time | Duration | Recast |
|---|---|---|---|---|
| 40 | 350 | 1 second | 15 seconds | 60 seconds |

### Horrible Visage of Xotli Ranks: 3

Augments Desecrating Essence to stun nearby enemies when you polymorph. Higher ranks increase the duration and range of the stun.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Range increased by 1 meter and Duration by 1 second. |
| 3 | Range increased by 2 meter and Duration by 2 seconds. |

### Spell - Molten Flesh Ranks: 2

Grants a spell that when cast makes you immune to fire damage and anyone striking them in melee combat suffers horrific burns.

| Min. Level | Mana | Casting Time | Duration | Recast |
|---|---|---|---|---|
| 40 | 0 | 0.5 seconds | 10 seconds | 45 seconds |

## Requires 30 Points in the Possession Feat Tree

### Knowledge of the Underworld Ranks: 5

Grants you an ability which gives your attacks a chance of inflicting more damage against demons and the undead.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 15% |
| 3 | Increases damage by 25% |
| 4 | Increases damage by 35% |
| 5 | Increases damage by 60% |

### Burning Words Ranks: 5

Augments your Word of spell by also burning immobile enemies with lingering fire damage.

### Insanity of Xotli Ranks: 2

Those affected by the Horrible Visage of Xotli have their mana and stamina continually drained.

## Requires 35 Points in the Possession Feat Tree

### Hatred of the Living Ranks: 5

Your attacks have a chance of inflicting bonus fire damage against humanoid, humans, Picts, and animals.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 15% |
| 3 | Increases damage by 25% |
| 4 | Increases damage by 35% |
| 5 | Increases damage by 60% |

### Clarity of the Mad Ranks: 3

Using the Sign of Xotli spell or polymorphing makes you more resistant to fear effects.

### Dark Blessing of Xotli Ranks: 5

You get a portion of the mana and stamina from Insanity of Xotli.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage or healing by 100% |
| 3 | Increases damage or healing by 200% |
| 4 | Increases damage or healing by 300% |
| 5 | Increases damage or healing by 500% |

## Requires 40 Points in the Possession Feat Tree

### Hell on Earth Ranks: 1

Reality warps around you, bringing sections of hell into being nearby enemies. Every few seconds hellish volcanoes have a chance of erupting close to a nearby enemy, inflicting fire damage on nearby foes.

| Min. Level | Mana | Casting Time | Duration | Recast |
|---|---|---|---|---|
| 70 | 850 | 2 seconds | 30 seconds | 5 minutes |

## Spell – Bond of Anguish Ranks: 1

Grants a spell that curses both the primary target and any nearby enemies, secondary targets. These secondary targets then inflict damage on the primary target any time they are hit. So a general cursed by the spell is damaged by his nearby men getting hit.

| Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|
| 70 | 250 | 1.5 seconds | 120 seconds |

# HERALD OF XOTLI

Near death, it was clear the Vanir intended to spend his few remaining breaths making the battle as costly as possible for the small group that had crossed his patrol. His comrades were already nothing more than carrion, the sickening smell of spilled bowels and fresh blood already calling the valley's predators, and he knew that his end would be the same.

Niterik watched the battle dispassionately, caring little for the fate of his companions. He had already been paid, after all. Though he normally preferred solitude, the Herald of Xotli was willing to work with others, even foreigners, if the price was right. His agreement didn't include dealing with the patrol of red-haired barbarians that made even the odiferous Cimmerians look civilized, though. Niterik's former companions had acquitted themselves well, he thought as he viewed the battle with a detached eye. The number of Vanir had been twice that of Niterik's small band but only one Vanir remained standing to face the lone Priest of Niterik's traveling companions. Though her powers were laughable compared to his, she had performed well in battle before and Niterik was mildly interested to see if she would best the beastly man twice her size.

The matter was decided as Niterik heard the nauseating crunch as the Brute's heavy hammer collided with the Priest's temple, the powers of her weakling god, Mitra, unable to stop the killing blow. As she fell, Niterik whispered a word of power, sending it out into the beyond, for the ears of his god alone, giving his thought form as his features changed to reflect his devotion.

The northern savage had ignored Niterik until now, only registering that a last member of the attacking group still stood behind him. To his credit, the Vanir barely paused when he turned and his eyes took in the terrible visage that stood before him, no longer a dark man clad in cloth but a being of the outer planes.

The barbarian's eyes widened but his swing never paused. Niterik's dark magic protected him from the full force of the blow as he began to end this Vanir. Summoning his magics, Niterik felt the power of Xotli flow through him as he slashed with his two handed sword, a light implement in his demon-strengthened hands. With a speed stunning to the Vanir, Niterik kept the heavier war hammer from touching him even as the Vanir put any hope of surviving into his wild swings.

Though it had provided some entertainment, Niterik tired of toying with his foe. The Vanir may have not feared a blade to the heart, but fire was a different matter. Reaching once again into the deep dark, Niterik brought forth fire, igniting the Vanir in a pillar of infernal flame. The Vanir screamed as his flesh begin to char and slough off, his eyes rolling wildly until, like his flesh, they burst and began to drip down his crisp cheeks, but still the mystic fire held him in place as it burned.

The fire entered his lungs and his howling stopped, and though his ears had long since become only blackened holes in a charred skull, the Vanir heard one last sound deep in his soul that he knew would follow him into Valhalla—deep, cold, alien laughter.

## Skills

When distributing your Skill Points, raise Bandaging quite a bit. While this doesn't do you any good during battle, a high bandaging skill severely cuts down on the time you need to spend between fights. Renew Mana and Mana Attractor are also good choices to keep your mana pool from begin drained. Put quite a few points into Casting Concentration as well. All the mana in the world doesn't help you if you can't get your spells off in combat! If you plan to PvP, raise your Perception skill. Because you can only wear cloth and light armor, it is easier for you to Hide than for more heavily armed classes, and spending your points there is an option, but don't neglect these other skills mentioned here in favor for a higher hiding skill.

## Attributes

When choosing which armor pieces to wear, look for pieces that augment your Intelligence to raise the magical damage you do and to increase your mana pool. Also look for items with Constitution. Though Intelligence should be your primary concern, extra stamina and life are always welcome. Because the Herald of Xotli is a battle mage, Strength serves you well by increasing the melee damage you do. It is tempting to always grab the pieces with the highest Defense Rating, but don't overlook a piece that gives you bonuses to more than one skill.

## Soloing

The Herald of Xotli is a powerful solo class. With a little practice at mixing the melee combos and demonic spells at your disposal, you become a formidable foe. Because you are so lightly armored, your arcane armaments are even more important. Don't go out in the world unless you are buffed. For example, before going into battle, have Contract of Protection activated to absorb some of the damage dealt to you.
While Xotli has granted you many protective spells, it is always a good idea to stock up on consumables. Pick up some food and drink to augment your health, mana, or stamina, as well as a few potions to have in case of emergency. A little extra preparedness can go a long way towards achieving victory!

## Grouping

In addition to the massive damage spells, you also have feats that can help out the whole team. However, your strength as a group member revolves mainly around the aforementioned massive damage. Though this sounds like a good thing (and it is!) it can also be troublesome. When in a group, do not unleash all your demonic power too quickly. Let one of the Soldier classes keep the attention of the foe you are attacking. Even with the protection of Xotli, you aren't made to stand up to grueling melee punishment like the heavier armored classes are. A healer can drain all their mana trying to keep you up if the battle is a long one. Practice playing in a group helps you learn to judge your threat level while still unleashing your demonic power on your foes.

## PvP

Keep in mind many of the same techniques you use for soloing. Keep yourself buffed, have potions on hand, and stay alert to your surroundings. Your quick buff spells like Desecrating Essence must be easily accessible.
When confronted by another player, especially if he or she gets the drop on you, it is tempting to just start wildly swinging your weapon and casting whatever spell you can hit first. To avoid this panic induced reaction, put your most useful spells and combos at your fingertips before entering PvP play. Familiarize yourself with the icons so that you aren't casting about for the right spell.

# NECROMANCER

Of Set's chosen, Necromancers are perhaps the most powerful and disturbing. Their vocation makes them feared and shunned in many parts of Hyboria, but in their native Stygia they are revered, but also still feared. While they follow the same faith, Necromancers regard Demonologists and other practitioners of dark arts with contempt, eschewing their need to traffic with demons for their power. Necromancers need no such crutch and instead use their understanding and knowledge of death to fuel their terrible trove of spells and curses.

Necromancers can wear both cloth and silk armor. Though neither of these provides much protection on its own, as a Necromancer you are not without protection. Spells like Bone Ward augment your defense while others raise your invulnerabilities.

Your choice of weapons is limited to Daggers, Crossbows, and Thrown weapons, but you won't notice this lack as you would pull out your weapon only as a desperate last resort, relying instead on the foul sorceries under your command to do your killing.

## SPELLS

As mentioned previously, the Necromancer relies exclusively on his or her own dark mystical knowledge for protection and offense. You have the power to blast foes with the cold of death, and rain down pestilence or decay on your enemies. In addition, you can control the death itself, raising a variety of undead servants whose only purpose is to serve your dark designs.

### BLASPHEMY

The elder snake god of Stygia empowers your sorceries. Pestilential Blast and Blasphemous Ruin augment your attacks (and your group's) with a chance of inflicting bonus unholy damage. Cannot be used with Set's Cold Hatred or Set's Ruin.

| Rank | Level | Mana | Casting Time | Duration |
|---|---|---|---|---|
| 1 | 60 | 315 | 4 seconds | 1 Hour |
| 2 | 75 | 395 | 4 seconds | 1 hour |

### BLASPHEMOUS RUIN

You utter a blasphemy so vile and foul any enemies nearby are wracked by agonizing unholy damage.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 14 | 120 | 0.5 seconds | 89-120 points of Unholy Damage |
| 2 | 35 | 200 | 0.5 seconds | 101-136 points of Unholy Damage |
| 3 | 50 | 260 | 0.5 seconds | 125-169 points of Unholy Damage |
| 4 | 65 | 330 | 0.5 seconds | 134-180 points of Unholy Damage |
| 5 | 80 | 370 | 0.5 seconds | 136-183 points of Unholy Damage |

### BONE WARD

You manifest some of the durability of legendary skeletal warriors, increasing your defense rating.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 10 | 70 | 3 seconds | 1 hour | +16.5 Defense |
| 2 | 30 | 78 | 3 seconds | 1 hour | +20 Defense |
| 3 | 60 | 125 | 3 seconds | 1 hour | +39.8 Defense |

### CHILL

This invocation creates a stream of cold that manifests into razor-sharp slivers of ice inflicting cold damage on the target.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 15 | 33 | 1 second | 44-73 points of Frost Damage |
| 2 | 30 | 50 | 1 second | 52-87 points of Frost Damage |
| 3 | 45 | 68 | 1 second | 57-95 points of Frost Damage |
| 4 | 60 | 87 | 1 second | 62-103 points of Frost Damage |
| 5 | 75 | 107 | 1 second | 68-112 points of Frost Damage |

### DARK KNOWLEDGE

A dark book of necromancy appears in your hand, imparting hideous secrets and increasing your cold magic rating. Cannot be used with Vile Insight.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 7 | 42 | 3 seconds | 1 hour | +38.2 Frost Specialization |

## Deathless Acolyte: Arcanist

Summons an undead sorcerer to do your bidding. Its spells have a chance of augmenting your attacks (and your brethren's) with extra damage. This pet costs 2 pet points to control.

| Rank | Level | Mana | Casting Time |
|---|---|---|---|
| 1 | 45 | 430 | 4 seconds |

## Deathless Acolyte: Magus

Summons an undead sorcerer to do your bidding. Their spells inflict a small amount of splash damage around their primary target. This pet costs 2 pet points to control.

| Rank | Level | Mana | Casting Time |
|---|---|---|---|
| 1 | 30 | 330 | 4 seconds |

## Deathless Acolyte: Reaper

This incantation summons an undead sorcerer under your command. Their spells have a chance of draining life from the target and healing you and your associates. This pet costs 2 pet points to control.

| Rank | Level | Mana | Casting Time |
|---|---|---|---|
| 1 | 60 | 555 | 4 seconds |

## Deathly Blizzard

The necromancer channels the frigid touch of death on an area inflicting cold damage, increasing vulnerability to cold damage and reducing the physical damage inflicted by enemy attacks.

| Rank | Level | Mana | Casting Time |
|---|---|---|---|
| 1 | 17 | 287 | Every 2.5 seconds for 10.5 seconds |
| 2 | 35 | 480 | Every 2.5 seconds for 10.5 seconds |
| 3 | 50 | 630 | Every 2.5 seconds for 10.5 seconds |
| 4 | 65 | 800 | Every 2.5 seconds for 10.5 seconds |
| 5 | 80 | 920 | Every 2.5 seconds for 10.5 seconds |

## Draw Forth the Heart

This spell instantly slays an enemy minion and restores your and your team's mana. You also gain a Shackled Heart, which increases your magic damage rating. Draw Forth the Heart requires 2 seconds to cast and has a cooldown of 120 seconds.

| Rank | Level | Mana | Effect | Effect over Time |
|---|---|---|---|---|
| 1 | 40 | 55 | Renews 73 points of Mana, +1 Magic Damage Modifier | Renews 73 points of Mana every 1 second |
| 2 | 55 | 72 | Renews 89 points of Mana, +1.5% Magic Damage Modifier | Renews 89 points of Mana every 1 second |
| 3 | 70 | 92 | Renews 93 points of Mana, +2% Magic Damage Modifier | Renews 93 points of Mana every 1 second |

## Dread Archmage: Archmagus

This vile summoning requires and consumes a Shackled Heart but creates a powerful undead Archmagus. Its spells are intended to strike large groups of enemies over an area. This is often the fate of necromancers who lose arcane duels, serving their betters in the grim afterlife. This spell requires a Shackled Heart from a Draw Forth the Heart spell. This pet costs 4 pet points to control.

| Rank | Level | Mana | Casting Time |
|---|---|---|---|
| 1 | 65 | 680 | 6 seconds |

## Dread Archmage: Blood Arcanist

This spell summons a powerful undead Blood Arcanist which, when at full life, has a chance of healing you and your party by sacrificing its own life. In addition, its spells heal the Blood Arcanist when they strike. This spell requires a Shackled Heart from a Draw Forth the Heart spell. This pet costs 4 pet points to control.

| Rank | Level | Mana | Casting Time |
|---|---|---|---|
| 1 | 80 | 845 | 6 seconds |

## Flesh to Worms

This horrific incantation causes the victim's flesh to burst open with writhing grave-worms. The worms feed upon the victim, causing damage for a short time. Flesh to Worms requires 1 second to cast and lasts 7 seconds.

| Rank | Level | Mana | Effect | Effect Over Time |
|---|---|---|---|---|
| 1 | 2 | 62 | 31-44 Unholy Damage | 31-44 Unholy Damage every 2 seconds |
| 2 | 25 | 160 | 43-61 Unholy Damage | 31-44 Unholy Damage every 2 seconds |
| 3 | 40 | 220 | 53-74 Unholy Damage | 31-44 Unholy Damage every 2 seconds |
| 4 | 55 | 283 | 63-90 Unholy Damage | 31-44 Unholy Damage every 2 seconds |
| 5 | 70 | 350 | 77-109 Unholy Damage | 31-44 Unholy Damage every 2 seconds |

## Freeze

This sorcery encases the target in a pillar of ice, freezing movement, stopping all actions and dealing cold damage for a short time. Any attacks against the victim have a high chance of breaking the enchantment. Freeze lasts for 10 seconds, requires 1.5 seconds to cast and has a cooldown of 40 seconds.

| Rank | Level | Mana | Effect | Effect Over Time |
|---|---|---|---|---|
| 1 | 55 | 430 | 16-20 Frost Damage | 16-20 points of Frost Damage |
| 2 | 70 | 552 | 28-36 Frost Damage | 28-36 points of Frost Damage |

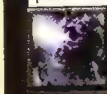
## Frenzy

One of your undead minions (not including any Necrotic Bomb minions) becomes frenzied. These attacks cause extra damage and can be very threatening, causing the enemy to treat the minion as a greater threat than other targets. The frenzied minion cannot be healed by normal means.

| Rank | Level | Mana | Casting Time | Duration |
|---|---|---|---|---|
| 1 | 55 | 391 | 0.5 seconds | 15 seconds |

## Frost Blast

You frost the area in front of you with sub-artic winds, inflicting cold damage and freezing victims in place. The coldness of death is yours to command.



| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 16 | 120 | 2 seconds | 19-35 points of Frost Damage |
| 2 | 30 | 240 | 2 seconds | 22-39 points of Frost Damage |
| 3 | 45 | 333 | 2 seconds | 30-56 points of Frost Damage |
| 4 | 60 | 430 | 2 seconds | 42-77 points of Frost Damage |
| 5 | 75 | 542 | 2 seconds | 51-94 points of Frost Damage |

## Gangrenous Stench

You become surrounded by a cursed miasma. Enemies close to you become infected, lowering the damage done by their attacks, stopping normal regeneration, increasing damage taken from physical attacks and periodically inflicting poison damage to their nearby allies.

| Rank | Level | Mana | Casting Time | Duration | Recast |
|---|---|---|---|---|---|
| 1 | 75 | 395 | 1.5 seconds | 25 seconds | 60 seconds |

## Gelid Bones

The victim feels the freezing cold of the grave in their very bones, inflicting damage for a short period of time.

| Rank | Level | Mana | Casting Time | Effect Over Time |
|---|---|---|---|---|
| 1 | 10 | 160 | 1 second | 13-16 points of Frost Damage every 1 second |
| 2 | 25 | 280 | 1 second | 15-19 points of Frost Damage every 1 second |
| 3 | 40 | 385 | 1 second | 19-23 points of Frost Damage every 1 second |
| 4 | 55 | 495 | 1 second | 23-29 points of Frost Damage every 1 second |
| 5 | 70 | 615 | 1 second | 25-31 points of Frost Damage every 1 second |

## Ghoulish Feast

You consume a Shackled Heart, granting yourself and your allies improved lifetap ability, leeching health, mana, and stamina from those you damage in combat. This spell requires a Shackled Heart from a Draw Forth the Heart spell. Ghoulish Feast requires 2 seconds to cast, lasts for 25 seconds and has a cooldown of 60 seconds.

| Rank | Level | Mana | Effect |
|---|---|---|---|
| 1 | 50 | 265 | +3% Lifetap |
| 2 | 65 | 340 | +4% Lifetap |
| 3 | 80 | 420 | +5% Lifetap |

## Ice Strike

This invocation creates a stream of cold that manifests into razor-sharp slivers of ice inflicting cold damage on the target.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 7 | 35 | 2 seconds | 75-91 points of Frost Damage |
| 2 | 20 | 80 | 2 seconds | 109-133 points of Frost Damage |
| 3 | 35 | 115 | 2 seconds | 121-148 points of Frost Damage |
| 4 | 50 | 150 | 2 seconds | 152-185 points of Frost Damage |
| 5 | 65 | 190 | 2 seconds | 164-199 points of Frost Damage |
| 6 | 80 | 210 | 2 seconds | 168-205 points of Frost Damage |

## Life Leech

This sorcery consumes the life from nearby enemies. This heals you and continues to feed you life for a short period of time afterwards.

| Rank | Level | Mana | Casting Time |
|---|---|---|---|
| 1 | 70 | 260 | 1 second |

## Lifestrike

You afflict the target with a horrible unholy decay. This costs you some stamina to perform.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 15 | 145 | 1 second | 9 seconds | 97-118 points of Unholy Damage, Removes 15 points of Stamina |
| 2 | 30 | 230 | 1 second | 9 seconds | 122-149 points of Unholy Damage, Removes 30 points of Stamina |
| 3 | 45 | 310 | 1 second | 9 seconds | 137-167 points of Unholy Damage, Removes 45 points of Stamina |
| 4 | 60 | 395 | 1 second | 9 seconds | 146-177 points of Unholy Damage, Removes 60 points of Stamina |
| 5 | 75 | 480 | 1 second | 9 seconds | 172-209 points of Unholy Damage, Removes 75 points of Stamina |

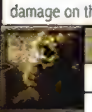
## Parasitic Soul Swarm

Channels a swarm of spectral parasitic souls, inflicting unholy damage to nearby enemies. Any enemy slain while infected by a parasitic soul has a chance of returning from death to serve you for a short period of time.

| Rank | Level | Mana | Channeling Time | Effect |
|---|---|---|---|---|
| 1 | 9 | 230 | Every 2 seconds for 10.5 seconds | 105-156 points of Unholy Damage |
| 2 | 30 | 495 | Every 2 seconds for 10.5 seconds | 184-275 points of Unholy Damage |
| 3 | 55 | 760 | Every 2 seconds for 10.5 seconds | 298-447 points of Unholy Damage |
| 4 | 80 | 960 | Every 2 seconds for 10.5 seconds | 311-465 points of Unholy Damage |

## Pestilential Blast

This invocation creates a stream of foul corruption summoned from the grave that inflicts unholy damage on the target.



| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 1 | 44 | 2.5 seconds | 25-41 Unholy Damage |
| 2 | 20 | 100 | 2.5 seconds | 38-63 Unholy Damage |
| 3 | 35 | 142 | 2.5 seconds | 42-70 Unholy Damage |
| 4 | 50 | 185 | 2.5 seconds | 53-87 Unholy Damage |
| 5 | 65 | 235 | 2.5 seconds | 56-93 Unholy Damage |
| 6 | 80 | 263 | 2.5 seconds | 58-98 Unholy Damage |

## Quell the Ether

Black Spirits attend you to absorb magic attacks. The resistance to fire damage of you and your accomplices improves.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 15 | 242 | 3 seconds | 1 hour | +1% Fire Invulnerability |
| 2 | 30 | 175 | 3 seconds | 1 hour | +2% Fire Invulnerability |
| 3 | 45 | 242 | 3 seconds | 1 hour | +4% Fire Invulnerability |
| 4 | 60 | 314 | 3 seconds | 1 hour | +6% Fire Invulnerability |
| 5 | 75 | 394 | 3 seconds | 1 hour | +8% Fire Invulnerability |

## Runed Flesh

This foul spell protects you and your cronies against damage, absorbing the first few points from each strike. There is a maximum amount of damage that can be absorbed before the spell fails.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 10 | 60 | 2 seconds | 5 minutes | +19.9 Damage reduction per hit on absorb shield, absorbs 298 hitpoints every 25 seconds |
| 2 | 25 | 270 | 2 seconds | 5 minutes | +39.9 Damage reduction per hit on absorb shield, absorbs 628 hitpoints every 25 seconds |
| 3 | 40 | 395 | 2 seconds | 5 minutes | +66.8 Damage reduction per hit on absorb shield, absorbs 1135 hitpoints every 25 seconds |
| 4 | 55 | 515 | 2 seconds | 5 minutes | +87.4 Damage reduction per hit on absorb shield, absorbs 1572 hitpoints every 25 seconds |
| 5 | 70 | 660 | 2 seconds | 5 minutes | +92 Damage reduction per hit on absorb shield, absorbs 1840 hitpoints every 25 seconds |

## Scythe Shield

This long lasting sorcerous shield protects you from damage, while unleashing counterattacks upon any who strike you in combat.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 40 | 330 | 3 seconds | 30 minutes | +5.2 Melee Shield |
| 2 | 55 | 430 | 3 seconds | 30 minutes | +7.8 Melee Shield |
| 3 | 70 | 550 | 3 seconds | 30 minutes | +10.4 Melee Shield |

## Set's Cold Hatred

The all-father snake of Stygia empowers your sorceries. Ice Strike and Deathly Blizzard cause their victims to take additional damage from cold attacks. Cannot be used with Set's Ruin.

| Rank | Level | Mana | Casting Time | Duration |
|---|---|---|---|---|
| 1 | 45 | 240 | 4 seconds | 1 hour |
| 2 | 60 | 315 | 4 seconds | 1 hour |
| 3 | 75 | 395 | 4 seconds | 1 hour |

## Set's Ruin

The Stygian elder snake empowers your sorceries. Pestilential Blast and Blasphemous Ruin also reduce the victim's caster level, making their spells and special abilities less powerful. Enemies attacking the caster may also be affected. Cannot be used with Set's Cold Hatred.

| Rank | Level | Mana | Casting Time | Duration |
|---|---|---|---|---|
| 1 | 35 | 195 | 4 seconds | 1 hour |
| 2 | 50 | 265 | 4 seconds | 1 hour |
| 3 | 65 | 340 | 4 seconds | 1 hour |
| 4 | 80 | 420 | 4 seconds | 1 hour |

## Siphon Unlife

The caster continuously drains life from one of their undead pet followers, unless it is under the effects of a Frenzy spell. The more siphons active, the more damage is inflicted on the pets affected but the more you are healed. Each additional active siphon increases the mana cost of the next cast. Affected pets also draw life from their enemies when attacking. Affected pets cannot by healed by normal means.

| Rank | Level | Mana | Casting Time | Duration |
|---|---|---|---|---|
| 1 | 25 | 130 | instant | 20.5 seconds |

## Tome of Epithur

These vile tablets greatly augment necromantic sorcery. Ice Strike and Deathly Blizzard trigger the Freeze effect. Pestilential Blast and Blasphemous Ruin trigger a gangrenous touch effect. The amount of life returned when Life Leech is cast is greatly increased, and does not consume the Shackled Heart buff. Attacks against you have a chance of applying a healing effect on you. Grants additional cold and unholy magic damage to your party and significantly increases the recast time for Deathly Blizzard and Blasphemous Ruin.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 80 | 400 | 3 seconds | 20 seconds | +112.9 Cold and Unholy Damage |

## Undead Minion: Blighted One

You summon a mindless undead minion to do your bidding. This minion's melee attacks have a chance of inflicting mana damage on their target. This pet costs 1 pet point to control.

| Rank | Level | Mana | Casting Time |
|---|---|---|---|
| 1 | 25 | 200 | 3 seconds |

## Undead Minion: Corrupter

You summon a mindless undead minion to do your bidding. This type of minion can only perform basic melee attacks, which have a chance of inflicting additional unholy damage with each attack. This pet costs 1 pet point to control.

| Rank | Level | Mana | Casting Time |
|---|---|---|---|
| 1 | 20 | 130 | 3 seconds |

## Undead Minion: Harvester

This summons a mindless undead blasphemy. Their melee attacks have a chance of draining mana and stamina from their target and bestowing it upon their master. A favorite minion against enemy sorcerers. This pet costs 1 pet point to control.

| Rank | Level | Mana | Casting Time |
|---|---|---|---|
| 1 | 45 | 340 | 3 seconds |

## Undead Minion: Life-Stealer

This conjuration summons a mindless undead minion. This minion's melee attacks have a chance of stealing life and transferring it to you and your associates. This pet costs 1 pet point to control.

| Rank | Level | Mana | Casting Time |
|---|---|---|---|
| 1 | 50 | 340 | 3 seconds |

## Undead Minion: Mutilator

You summon a mindless undead minion. This type of minion can only perform basic melee attacks, which have a chance of inflicting bleeding wounds. If enough bleeding wounds are inflicted all melee attacks against the victim cause a small amount of extra slashing damage. This pet costs 1 pet point to control.

| Rank | Level | Mana | Casting Time |
|---|---|---|---|
| 1 | 5 | 42 | 3 seconds |

## Undead Minion: Necrotic Bomb

You summon a mindless undead minion to do your bidding. This type of minion can only perform basic melee attacks, but if damaged by a melee attack, it violently explodes in a burst of unholy energy, damaging nearby enemies. This pet costs one point to control.

| Rank | Level | Mana | Casting Time |
|---|---|---|---|
| 1 | 35 | 245 | 3 seconds |

## Unimaginable Terror

This spell blasts all nearby enemies with vile unholy magic, sending them fleeing in terror. This invocation briefly opens up a conduit to the underworld, allowing shades to claw their way to the surface.

| Rank | Level | Mana | Casting Time |
|---|---|---|---|
| 1 | 65 | 468 | 2 seconds |
| 2 | 80 | 580 | 2 seconds |

## Vile Insight

A dark book of necromancy appears in your hand, imparting hideous secrets and increasing your unholy magic rating. Cannot be used with Dark Knowledge.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 1 | 42 | 3 seconds | 1 hour | +5 Unholy Specialization |
| 2 | | 128 | 3 seconds | 1 hour | +20.7 Unholy Specialization |
| 3 | | 265 | 3 seconds | 1 hour | +37.7 Unholy Specialization |
| 4 | | 422 | 3 seconds | 1 hour | +38.3 Unholy Specialization |

# Feats

The Reanimation Tree augments your impressive control over the dead, augmenting your powers of control. The Nightfall Feat Tree focuses on your ability to wield the eternal chill of the grave against enemies. Review both trees before deciding where you points can best be spent, and remember that you can also spend points in the General Feats tree for Mages.

## Reanimation

The Reanimation tree focuses mainly on increasing the abilities of your undead servants. Many of the feats decrease the time it takes to summon them, increases the number you can have, or add to the damage they do. If you enjoy using your pets often, spending points in this tree is a must.

## Decomposition — Ranks: 5

Increases the power of the Flesh to Worms spell.

### Requires 5 Points in the Reanimation Feat Tree

## Unholy Power — Ranks: 5

Increases the damage inflicted by your undead servants.

## Silence of the Dead — Ranks: 1

The attacks of your undead servants are less likely to attract the ire of their victims and therefore break off from their current opponent to attack you.

## Infestation — Ranks: 5

There is a chance the worms generated by the Flesh to Worms invocation seek out and infect other nearby enemies.

### Requires 10 Points in the Reanimation Feat Tree

## Grim Corruptor — Ranks: 3

Augments the attacks of the Undead Minion: Corruptor with a chance of inflicting bonus damage and an Aura of Corruption, which inflicts unholy damage on other enearby enemies for a short time. Victims afflicted by Flesh to Worms also suffer increased unholy damage from the Corruptor's melee attacks.

## Improved Parasitic Souls — Ranks: 2

Increases the chance of the Parasitic Soul Swarm spell summoning an additional undead servant.

## Grim Hunger — Ranks: 3

The spells of your Deathless Acolyte and Dread Archmage pets make victims more vulnerable to unholy and cold damage. Additionally, a small amount of the magical damage you inflict is converted into healing.

| Rank | Modifications |
|---|---|
| 1 | +50% Magical Lifetap |
| 2 | +100% Magical Lifetap |
| 3 | +150% Magical Lifetap |

## Deathly Resilience — Ranks: 3

Increases the chance your pets have of being immune to hostile magical effects. You also take less damage from magical damage.

| Rank | Modifications |
|---|---|
| 1 | +1% Cold, Fire, Electrical, Holy, and Unholy Invulnerability |
| 2 | +2% Cold, Fire, Electrical, Holy, and Unholy Invulnerability |
| 3 | +3% Cold, Fire, Electrical, Holy, and Unholy Invulnerability |

## Spell – Netherworld Deception — Ranks: 1

You shroud your vile pet minions with otherworldly powers that decrease their size and makes them appear less threatening in battle, so foes are less likely to break off and engage them.

| Min. Level | Mana | Casting Time | Duration |
|---|---|---|---|
| 20 | 240 | 1.5 seconds | 20 seconds |

### Requires 15 Points in the Reanimation Feat Tree

## Ruined Blight — Ranks: 2

Increases the power of the Blighted One's mana drain.

## Dread Blight — Ranks: 2

Your undead servant, the Blighted One, inflicts stamina damage as well as mana damage.

## Unholy Fortitude — Ranks: 5

Increases the life of all your undead servants. This also increases the duration and reduces the cooldown of the Frenzy spell.

| Rank | Modifications |
|---|---|
| 1 | +1 Duration |
| 2 | +2 Duration |
| 3 | +3 Duration |
| 4 | +4 Duration |
| 5 | +5 Duration |

## Spell – Void — Ranks: 1

Grants a spell that turns one of your undead minions into a conduit to an otherworldly void. This causes all nearby foes to continually lose stamina and mana.

| Min. Level | Mana | Casting Time | Duration |
|---|---|---|---|
| 25 | 260 | 1.5 seconds | 10.5 seconds |

## Requires 20 Points in the Reanimation Feat Tree

### Spell – One With Death Ranks: 1

You gain the ability to summon another servant (your pet counter is raised by one) but must sacrifice a significant portion of your life. This incantation can be applied up to three times.

| Min. Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|
| 30 | 182 | 1.5 seconds | 15 minutes | +1 Pet Point, -887 Max Health |

### Unnatural Dexterity Ranks: 3

Increases the evasion skill of all of your undead servants, except the Necrotic Bomb. This also increases your own evasion skill by a lesser amount.

| Rank | Modifications |
|---|---|
| 1 | +2.5% Evade Chance |
| 2 | +5% Evade Chance |
| 3 | +10% Evade Chance |

### Spell – Unholy Hands Ranks: 1

You cause the hands of the dead to claw out of the earth, inflicting unholy damage and slowing enemies in the area. Occasionally the hands hold a target tight, making it unable to move and inflicting bonus unholy damage.

| Min. Level | Mana | Channeling Time | Effect |
|---|---|---|---|
| 30 | 130 | Every 2 seconds for 10.5 seconds | +50% Hinder Movement, 281-612 points of Unholy damage every 2 seconds |

## Requires 25 Points in the Reanimation Feat Tree

### Bone Horde Ranks: 5

The melee attacks of all your undead minions have a chance of making their opponents take additional damage from future attacks.

### Necrotic Pustule Ranks: 1

When the undead minion, Necrotic Bomb explodes it leaves behind a corpse that pulses nearby enemies with unholy damage.

### Bursting Bomb Ranks: 3

Improves the undead minion, Necrotic Bomb, increasing the damage inflicted when it explodes and the area affected.

### Spell – No Rest for the Dead Ranks: 3

Reduces the casting time and mana cost of all of your Undead Minion, Deathless Acolyte, and Archmage spells.

| Rank | Modifications |
|---|---|
| 1 | -30 Mana Cost, -20% Casting Time |
| 2 | -60 Mana Cost, -40% Casting Time |
| 3 | -95 Mana Cost, -60% Casting Time |

## Requires 30 Points in the Reanimation Feat Tree

### Life Leeches Ranks: 2

Augments the Life Stealer, one of your undead sorcerer's servants, by increasing the amount of healing the team receives when the Life Stealer drains its victims.

### Spell – Curse of Pain Ranks: 5

Curses the target, causing it to grant its attackers Agony Strike, which causes them to inflict additional damage against enemies affected by Curse of Pain.

| Min Level | Mana | Casting Time | Duration |
|---|---|---|---|
| 50 | 391 | 1.5 seconds | 20 seconds |

### Night of the Harvester Ranks: 2

Augments the Harvester, one of your undead sorcerer servants, by increasing stamina and mana gained by you and your companions when the Harvester drains its victims.

### Cabal Ranks: 5

The spells cast by your Deathless Acolytes and Dread Archmages have a chance of making their opponent take additional damage from future magic attacks.

### Ancient Souls Ranks: 1

Ancient and near immortal spirits are summoned by the Parasitic Soul Swarm spell, extending the time the channeling lasts and their attacks have a small chance of further extending this time.

Requires 35 Points in the Reanimation Feat Tree

## Gluttonous Reaper Ranks: 2

Augments the Reaper, one of your undead sorcerer servants, by increasing the frequency and strength of their life restoration powers. This also increases the frequency of the Arcanist pet's damage increasing power.

## Spell - Walk With Death Ranks: 5

Grants a vile spell that enables you to sacrifice some of your own damage capabilities to increase those of your undead servants.

| Min. Level | Mana | Casting Time |
|---|---|---|
| 60 | 395 | 1.5 seconds |

| Rank | Modifications |
|---|---|
| 1 | -20% Magic Damage Modifier and -20% Damage Multiplier from you, +20% Magic Damage Modifier and +20% Damage Multiplier on your pets |
| 2 | -20% Magic Damage Modifier and -20% Damage Multiplier from you, +22% Magic Damage Modifier and +22% Damage Multiplier on your pets |
| 3 | -20% Magic Damage Modifier and -20% Damage Multiplier from you, +24% Magic Damage Modifier and +24% Damage Multiplier on your pets |
| 4 | -20% Magic Damage Modifier and -20% Damage Multiplier from you, +26% Magic Damage Modifier and +26% Damage Multiplier on your pets |
| 5 | -20% Magic Damage Modifier and -20% Damage Multiplier from you, +28% Magic Damage Modifier and +28% Damage Multiplier on your pets |

## Master of the Dead Ranks: 1

Removes the Shackled Heart requirement when summoning undead Dread Archmage servants.

## Empower Archmagus Ranks 5

Increases the damage and area of effect of the spells of the Archmagus, one of your undead sorcerer servants. Increases the damage and adds splash damage to the spells of the Deathless Acolytes.

Requires 40 Points in the Reanimation Feat Tree

## Spell - Army of the Dead Ranks: 1

A channeled spell that raises a short-lived but violent army of undead around the target. The raised undead die if the channeling stops.

| Min. Level | Mana | Channeling Time |
|---|---|---|
| 70 | 1305 | Every 3 seconds for 21.5 seconds |

## Spell - Corpse Detonation Ranks: 1

Grants a spell that detonates any corpses within the area, inflicting unholy damage on nearby enemies and showering them with rotten flesh, brain matter, and body parts.

| Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|
| 70 | 913 | 2 seconds | 60 seconds |

# Nightfall

The Nightfall tree allows you to specialize in the spells that call upon the chill of the grave to deliver devastating unholy and cold attacks. These feats increase the damage you do, decrease your casting time, and increase your own resistances, among other things. Spend enough points in this tree and you can even become the embodiment of death itself: an unholy lich!

## Brutal Death — Ranks: 5

Increases the chance of Ice Strike and Pestilential Blast inflicting critical damage.

| Rank | Modifications |
|---|---|
| 1 | +0.5% Spell Critical Chance |
| 2 | +1% Spell Critical Chance |
| 3 | +1.5% Spell Critical Chance |
| 4 | +2% Spell Critical Chance |
| 5 | +3% Spell Critical Chance |

Requires 5 Points in the Nightfall Feat Tree

## Frozen Body — Ranks: 5

You turn you blood to cold ice-water, increasing the damage inflicted by the Ice Strike and Deathly Blizzard spells.

| Rank | Modifications |
|---|---|
| 1 | +1% increase to Deathly Blizzard, +1.5% increase to Ice Strike |
| 2 | +2% increase to Deathly Blizzard, +3% increase to Ice Strike |
| 3 | +3% increase to Deathly Blizzard, +4.5% increase to Ice Strike |
| 4 | +4% increase to Deathly Blizzard, +6% increase to Ice Strike |
| 5 | +6% increase to Deathly Blizzard, +9% increase to Ice Strike |

## Corrupted Soul — Ranks: 5

Increases the damage done by your Pestilential Blast and Blasphemous Ruin spells.

| Rank | Modifications |
|---|---|
| 1 | +1% increase to Blasphemous Ruin, +1.5% increase to Pestilential Blast |
| 2 | +2% increase to Blasphemous Ruin, +3% increase to Pestilential Blast |
| 3 | +3% increase to Blasphemous Ruin, +4.5% increase to Pestilential Blast |
| 4 | +4% increase to Blasphemous Ruin, +6% increase to Pestilential Blast |
| 5 | +6% increase to Blasphemous Ruin, +9% increase to Pestilential Blast |

Requires 10 Points in the Nightfall Feat Tree

## Ice Shards — Ranks: 2

Augments the Ice Strike spell by showering enemies nearby the primary target with cold damage.

| Rank | Modifications |
|---|---|
| 1 | +1 area of effect splash size, +25% Splash Damage |
| 2 | +2 area of effect splash size, +50% Splash Damage |

## Flash Freeze — Ranks: 3

Reduces the casting time of the Frost Blast spell.

| Rank | Modifications |
|---|---|
| 1 | Decrease by -0.3 seconds |
| 2 | Decrease by -0.7 seconds |
| 3 | Decrease by -1 second |

## Spell – Mark of the Devourer — Ranks: 5

This spell curses the target, periodically inflicting a small amount of unholy damage on it. You continuously gain a small amount of health while this curse is active. Over time the damage inflicted from this, and all other active Marks of the Necromancer, gradually increases.

| Min. Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|
| 20 | 130 | 0.3 seconds | 3 minutes | 69-87 points of Unholy damage every 5 seconds, Heals 29 |

Requires 15 Points in the Nightfall Feat Tree

## Piercing Corruption — Ranks: 5

Increases the amount of damage inflicted by critical Ice Strikes and Pestilential Blasts.

| Rank | Modifications |
|---|---|
| 1 | +20% Spell Critical Modifier |
| 2 | +40% Spell Critical Modifier |
| 3 | +60% Spell Critical Modifier |
| 4 | +80% Spell Critical Modifier |
| 5 | +100% Spell Critical Modifier |

## Spell – Sacrifice — Ranks: 1

You sacrifice one of your undead minion pets to gain increased damage for a short time. Sacrifices the lower point cost minion first and the damage bonus is proportional to this point value.

| Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|
| 25 | 260 | 1 second | |

## Cannibalism — Ranks: 2

You perform the ultimate abomination, consuming your own flesh and sacrificing your health to generate mana.

| Min. Level | Mana | Casting Time |
|---|---|---|
| 25 | 0 | 0.5 seconds |

| Rank | Modifications |
|---|---|
| 1 | 296 points of damage, heals 296 points of Mana |
| 2 | 296 points of damage, heals 444 points of Mana |

## Unholy Inspiration Ranks: 3

Using Pestilential Blast increases the damage done by your undead servants for a short time.

## Requires 20 Points in the Nightfall Feat Tree

## Spell – Soul Frost Ranks: 1

Inflicts instant cold damage to all enemies around you if they are sufficiently healthy. The higher their current health, the more damage is inflicted. For each enemy that has more than 90% health left, you regain some mana.

| Min. Level | Mana | Casting Time | Effect |
|---|---|---|---|
| 30 | 260 | 1 second | Renews 104 points of Mana |

## Ravenous Souls Ranks: 2

The damage of the Parasitic Soul Swarm spell is increased as the spirits used are from a layer of Hades where the damned suffer eternal starvation.

## Spell - Decay Ranks: 1

Inflicts unholy damage on all injured enemies nearby. The more injured they are, the more damage is inflicted. For each enemy struck that has less than 10% life, you are healed for a small amount.

| Min. Level | Mana | Casting Time | Recast | Effect |
|---|---|---|---|---|
| 30 | 260 | 1 seconds | 12 seconds | Heals 53 |

## Spell Flesh of the Wight Ranks: 1

Increases the amount of damage absorbed by the spell Runed Flesh. Any enemies attacking you also have a chance of being afflicted with a curse that damages them for a short time.

| Min. Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|
| 30 | 550 | 4 seconds | 1 hour | +13.1 damage reduction per hit on absorb shield |

## Requires 25 Points in the Nightfall Feat Tree

## Wither Soul Ranks: 2

Targets struck by you Ice Strike and Pestilential Blast are also made more susceptible to magical damage for a short time.

## Frost Reach Ranks: 3

Increases the cone size of the Frost Blast spell.

## Spell - Soul Absorption Ranks: 2

Grants a spell that sacrifices one of your undead servants in return for a surge of mana.

| Min. Level | Mana | Casting Time |
|---|---|---|
| 40 | 0 | 0.5 seconds |

## Embrace Death Ranks: 5

You receive a spell damage bonus after performing a killing blow. This effect can stack up to 5 times. This effect is also gained if the killing blow was performed by one of your pets.

## Requires 30 Points in the Nightfall Feat Tree

## Bones of Frost Ranks: 5

Increases the area of effect for the Gelid Bones spell.

| Rank | Modifications |
|---|---|
| 1 | Increases the area of effect by 1 meter |
| 2 | Increases the area of effect by 2 meters |
| 3 | Increases the area of effect by 3 meters |
| 4 | Increases the area of effect by 4 meters |
| 5 | Increases the area of effect by 5 meters |

## Touch of Winter Ranks: 1

Augments the Gelid Bones spell with a movement penalty.

## Spell – Death Eater Ranks: 1

Grants a spell that enables you to absorb the soul animating your weakest pet, a horrific act that grants you increased health.

| Min. Level | Mana | Casting Time | Duration |
|---|---|---|---|
| 50 | 521 | 1.5 seconds | 60 seconds |

## Spell - Plagued Heart Curse Ranks: 5

Enemies around you become cursed and have a chance of receiving unholy damage whenever they attack.

| Min. Level | Mana | Casting Time | Duration |
|---|---|---|---|
| 50 | 391 | 2 seconds | 30 seconds |

## Wretched Heart Curse Ranks 5

When Plagued Heart is triggered there is a chance any victims are also made more susceptible to magical damage.

## Blasphemed Flesh Ranks: 2

Any enemies afflicted with Flesh of the Wight spell suffer additional damage if also struck by the Blasphemous Ruin or Parasitic Swarm spells.

Requires 35 Points in the Nightfall Tree

## Spell - Grip of Death Ranks: 5

A channeled spell that inflicts cold damage on the target and any nearby enemies.

| Min. Level | Mana | Channeling Time | Recast |
|---|---|---|---|
| 60 | 521 | Every 2 seconds for 12.5 seconds | 30 seconds |

| Rank | Modifications |
|---|---|
| 1 | -10% Cold, Slashing, Piercing, Crushing, Unholy, and Poison Invulnerability |
| 2 | -10% Cold, Slashing, Piercing, Crushing, Unholy, and Poison Invulnerability |
| 3 | -10% Cold, Slashing, Piercing, Crushing, Unholy, and Poison Invulnerability |
| 4 | -10% Cold, Slashing, Piercing, Crushing, Unholy, and Poison Invulnerability |
| 5 | -10% Cold, Slashing, Piercing, Crushing, Unholy, and Poison Invulnerability |

## The Devourer Ranks: 3

Increases the damage of the Reaper and Blood Arcanist pets. Increases the amount of healing from the Blood Arcanist.

## Spell – Despoil the Soul Ranks: 5

Your attacks do more damage for a short time but reduces the number of servants at your command (your pet counter is reduced by one).

| Min. Level | Mana | Casting Time |
|---|---|---|
| 60 | 521 | instant |

| Rank | Modifications |
|---|---|
| 1 | +120 Duration |
| 2 | +240 Duration |
| 3 | +360 Duration |
| 4 | +480 Duration |
| 5 | +480 Duration |

Requires 40 Points in the Nightfall Feat Tree

## Shatter Ranks: 1

Grants you a spell that shatters any Deathly Blizzard and Touch of Winter effects in the area, causing cold damage around the victims and instantly killing any minions affected by either of those spells.

| Min. Level | Mana | Casting Time |
|---|---|---|
| 70 | 861 | 1.5 seconds |

## Spell - Ritual of the Lich Ranks: 1

Transforms you into a Lich, increasing magical damage (which also restores mana), resistance to unholy attacks and continually siphons health from nearby enemies, but makes the caster more vulnerable to holy attacks.

| Min. Level | Mana | Casting Time | Duration |
|---|---|---|---|
| 70 | 652 | 1.5 seconds | 35 seconds |

# THE NECROMANCER

I suppose to these desert rats we looked like easy targets. Two richly dressed old men, one of us leaning on a staff as we walked, along with only one servant. When we stopped to make camp, we knew we had been followed since early evening. Even our servant was aware of the unskilled surveillance as he prepared our evening fare.

Just as we were beginning our meager meal, the servant suddenly sprouted an arrow out of one eye. Before he fell forward, dead, Jathunon was on his feet. With a word, he summoned his familiar and followed it into the dark after the archer. Even though he bargains with demons for his power, Jathunon has his uses. Though his abilities are lesser than my own, his devotion to Set is just as fierce, and not everyone is as fit for the higher calling as I am.

As my companion dealt with the archer, I turned my attention to the two others who had invaded our small camp, a stringy waif, little more than a child, and a larger, desperate-looking brute. They expected easy prey and the sudden appearance of a demon had given them pause. Before they could recover, I spoke a word of power and many hands, some little more than bone, grasped blindly out of the ground near the girl's feet. She tripped and fell and the hands dug into her soft living flesh, holding her fast.

She screamed but my pets held her close. Her larger companion looked on in horror and turned to run at me with a grim and rusty sword. I once again voiced a piece of the power given to me by Set and he dropped his sword and fell to his knees, the cold of the grave stealing his very breath.

As he lay there, stunned, I spoke a simple phrase, ancient when the sands around us were covered by great deep seas. When nothing happened for a moment, the brute began to regain his feet. As he made it to his knees, he reflexively brought his hand to his arm at a strange sensation. A look of puzzlement crossed his brow briefly as he scratched his arm and his eye began to twitch. His bewilderment was soon replaced by horror as my pets began to do what they do. He began to shriek, his wail drowning out the girl, still held fast by the ones I called. His skin began to churn and writhe, in isolated patches at first, on his arm, across his shoulder, a cheek, then more and more as my hungry little pets began to feast, burrow, and multiply. I have often observed this process in a natural setting, unaided by magics, and it takes quite some time. My pets manage it a good deal more quickly. His howls became whimpers as some of the corpse crawlers began to burst through the aqueous of the eyes, only to burrow back into the flesh, never sated. Soon they dripped out of his open mouth, finally choking off his inarticulate moans.

The girl began screaming anew as some of the overzealous worms made their way to her. I banished them before they had more than a nibble. This one I would take back mostly whole to pay her respects to Set. Jathunon soon returned as well, smelling strongly of burnt flesh, and I knew we would be bothered no more this night. With a word, I raised my servant and had him bind the girl. He was a loyal and useful creature, and I saw no reason why his servitude should end with his life.

I glanced down at the lump of flesh that had been the brute and laughed. Fools! Long before even their fathers were mewling babes I was chosen by Set. Just as the worms ingest bits of flesh I ingested knowledge until I grew ripe with it. My craft is an ancient one and it serves me well.

The dead are everywhere, the newly dead, sickly sweet, the dry husks, preserved forever by the dry Stygian sands, waterlogged pirates who sank beneath the waves, grasping at their drowning gold. Even here, along this well traveled road. Sickness, injury, violence.

The dead are everywhere, and I am never without allies.

## Skills

Spend your skill points in such a way as to give you the most advantage while casting. Because you depend so heavily on your sorcerous arts, raise your Renew Mana and Mana Attractor skills first, followed by Casting Concentration. If you plan to participate in PvP, don't neglect your Perception skill. As a Mage, you are often considered a good target by melee classes (at least until they learn better), and this skill gives you a bit of an edge on anyone trying to get the drop on you.

## Attributes

When choosing which armor pieces to wear, look for pieces that augment your Intelligence to raise the magical damage you do and to increase your mana pool. Also look for items with Constitution. Though Intelligence should be your primary concern, extra stamina and life are always welcome. Dexterity is also beneficial since it raises your Defense Rating and adds to your stamina, but should always come behind Intelligence when selecting your equipment.

## Soloing

Necromancers are great for playing solo, especially since you come equipped with your own undead friends! Your dark sorcery and ability to summon undead servants make you well equipped for almost any reasonable challenge. The key to successful soloing is to manage your pets well. Each one has distinct abilities and is suited for different types of encounters. Your spells alone are powerful, but not as powerful as they are when used in conjunction with your pets.

When you summon a pet, notice that a small pet bar appears to the left of your name above the lower left hotbar. This bar lets you give your pet some basic commands.

### Attack

Sends your pet to attack a target you specify.

### Defend

This puts your pet in a defensive mode. It won't attack anything that isn't attacking you first. This is a good command to use as your pet can respond quickly if you are attacked. It's still possible to command your pet to attack targets while defending.

### Follow

Your pet follows by default, but in case you find that it just stands there as you move, this command can get it going again. It is equally useful when you want to stop a pet from following you. This is often helpful if you are attempting to move with some delicacy near enemies you don't want to aggro.

### Assist

Has your pet assist a target you specify. This is especially useful when teamed.

### Dismiss

If your pet displeases you, or if you just have no more use for it, dismiss it, and send it back to its afterlife until you need it again.

Each time you gain a new undead servant, take the time to get used to them, learn their abilities and how they behave in different situations. You won't regret the time you spent practicing with them.

The amount of pets you can raise at once depends on your Pet Counter. At Level 80 you have 8 total Pet Points available. Each pet type has a different point value:

Undead Minions 1 Point, Deathless Acolytes 2 Points, Dread Archmages 4 Points

For the same point value you can either summon a small army of Undead Minions around you, a handful of Deathless Acolytes, a couple of powerful Dread Archmages, or a combination. Experiment with different combinations to see what works best for you.

## Grouping

A Necromancer is a powerhouse of dark sorcerous damage, as well as an asset that augments teams in various ways. Use Draw Forth the Heart to eliminate an enemy minion while boosting your team's mana. Your Life Stealer servant steals life from your foes and distributes it to your team. The Reaper pet has a chance of healing your team as it casts its spells. Add your ability to blast enemies with the chill of the grave or with tainted unholy magic and the Necromancer is a very welcome addition to any group.

## PvP

Players new to Hyboria might think that the sparsely armored Necromancer would make an easy target in PvP play. It only takes one prepared and practiced Necromancer to show them their error in judgment. Any player attacking a Necromancer has to deal not only with powerful offensive spells, but with a veritable undead army! Spells like Unholy Hands, which trip up and hold would-be assailants, provide the space you need to summon undead servants. Your pets give you a distinct advantage. Though some are fairly easy to kill, all of them function as a buffer between you and your attacker, as well as providing one more target dealing damage. At the very least, your attacker must spend time, stamina and/or mana dealing with your pets and while they do, you can blast them with the black sorceries for which Necromancers are feared throughout Hyboria!

# PRIEST

Though they differ in methods, the classes of the Priest Archetype, Bear Shaman, Priests of Mitra, and Tempests of Set, all specialize in the healing arts. One of their great strengths lies in their ability to keep groups on their feet, but this doesn't mean that Priests sit at the back of the group, casting only the occasional healing spell. Far from being the Hyborian equivalent to a wallflower, Priests in Age of Conan take an active role, no matter their specific class.

The General Feat Tree for Priests contains many useful abilities for both soloing and being part of a team. With feats that increase your mana regeneration, provide protection from foes, and reduce your threat, among others, this tree offers some pretty powerful choices. Take a look at your individual play style to see which feats are most beneficial to you. The specialized class trees hold many useful abilities, but don't forget that the General tree offers many as well.

## FEATS

### ETHER FLOW — RANKS: 5

Increases your mana regeneration rate in and out of combat.

| Rank | Modifications |
|---|---|
| 1 | +37.7 Natural Mana Regen |
| 2 | +50.3 Natural Mana Regen |
| 3 | +62.9 Natural Mana Regen |
| 4 | +75.5 Natural Mana Regen |
| 5 | +114.1 Natural Mana Regen |

Requires 5 Points in the Priest Feat Tree

### SPIRIT ARMOR — RANKS: 5

Protects you from physical damage.

| Rank | Modifications |
|---|---|
| 1 | +0.5% Slashing Invulnerability, +0.5% Piercing Invulnerability, +0.5% Crushing Invulnerability, +0.5% Poison Invulnerability |
| 2 | +1.0% Slashing Invulnerability, +1.0% Piercing Invulnerability, +1.0% Crushing Invulnerability, +1.0% Poison Invulnerability |
| 3 | +1.5% Slashing Invulnerability, +1.5% Piercing Invulnerability, +1.5% Crushing Invulnerability, +1.5% Poison Invulnerability |
| 4 | +2.0% Slashing Invulnerability, +2.0% Piercing Invulnerability, +2.0% Crushing Invulnerability, +2.0% Poison Invulnerability |
| 5 | +3.0% Slashing Invulnerability, +3.0% Piercing Invulnerability, +3.0% Crushing Invulnerability, +3.0% Poison Invulnerability |

### ETHER DISCHARGE — RANKS: 5

Upgrades the Life of Set, Wave of Life and Blood Flow spells to restore mana to you for each target healed.

| Rank | Modifications |
|---|---|
| 1 | 100% Chance of Ether Discharge on self. |
| 2 | 100% Chance of Ether Discharge on self. |
| 3 | 100% Chance of Ether Discharge on self. |
| 4 | 100% Chance of Ether Discharge on self. |
| 5 | 100% Chance of Ether Discharge on self. |

### GRACE — RANKS: 3

An aura of divinity makes enemies less likely to break off from their current target to retaliate against your attacks.

| Rank | Modifications |
|---|---|
| 1 | -1% Hate Modifier |
| 2 | -2% Hate Modifier |
| 3 | -4% Hate Modifier |

### FAR REACHING SPIRIT — RANKS: 2

Increases the range of your healing prayers: Radiance, Vitalizing Jolt or Fierce Recovery.

| Rank | Modifications |
|---|---|
| 1 | Increases the area of effect by 1 meter |
| 2 | Increases the area of effect by 2 meters |

### VINDICATOR — RANKS: 2

Causes soldiers in Defensive Stance to provoke more hatred from their foes.

## Spirit Aegis — Ranks: 5

Protects you from hostile magic.

| Rank | Modifications |
|---|---|
| 1 | +0.5% Cold Invulnerability, +0.5% Fire Invulnerabiiity, +0.5% Electrical Invulnerability, +0.5% Holy Invulnerability, +0.5% Unholy Invulnerability |
| 2 | +1.0% Cold Invulnerability, +1.0% Fire Invulnerability, +1.0% Electrical Invulnerability, +1.0% Holy Invulnerability, +1.0% Unholy Invulnerability |
| 3 | +1.5% Cold Invulnerability, +1.5% Fire Invulnerability, +1.5% Electrical Invulnerability, +1.5% Holy Invulnerability, +1.5% Unholy Invulnerability |
| 4 | +2.0% Cold Invulnerability, +2.0% Fire Invulnerability, +2.0% Electrical Invulnerability, +2.0% Holy Invulnerability, +2.0% Unholy Invulnerability |
| 5 | +3.0% Cold Invulnerability, +3.0% Fire Invulnerability, +3.0% Electrical Invulnerability, +3.0% Holy Invulnerability, +3.0% Unholy Invulnerability |

### Requires 10 Points in the Priest Feat Tree

## Saintly Warrior — Ranks: 3

You have a chance of recovering mana and stamina when struck in melee combat.

| Rank | Modifications |
|---|---|
| 1 | +100% increase to healing |
| 2 | +200% increase to healing |

## Guiding Spirit — Ranks: 3

The spirit of renewal improves your healing spells Wave of Life, Life of Set or Blood Flow by reducing the reuse time.

| Rank | Modifications |
|---|---|
| 1 | Modify recast time by -1 second |
| 2 | Modify recast time by -2 second |
| 3 | Modify recast time by -3 second |

## All Encompassing Spirit — Ranks: 2

Your enriched spirit increases the area of effect of your healing spells Wave of Life, Life of Set, or Blood Flow.

## Presence of Mind — Ranks: 5

Divine influence is never far from you, reducing the recasting time of the healing spells Radiance, Vitalizing Jolt, or Fierce Recovery.

| Rank | Modifications |
|---|---|
| 1 | Decrease casting time by -20% |
| 2 | Decrease casting time by -40% |
| 3 | Decrease casting time by -60% |
| 4 | Decrease casting time by -80% |
| 5 | Decrease casting time by -100% |

## Soothe the Soul — Ranks: 1

Grants you the ability to reduce a foe's hate toward yourself, making them less likely to break off from their current target to attack you.

## Saintly Martyr — Ranks: 3

You have a chance of recovering mana when damaged by hostile magic.

### Requires 15 Points in the Priest Feat Tree

## Exemplar — Ranks: 5

Your divine spirit increases their melee damage and damage done by electrical and holy spells.

| Rank | Modifications |
|---|---|
| 1 | +2.8 Damage, +11.4 Electric Damage, +11.4 Holy Damage |
| 2 | +5.7 Damage, +22.7 Electric Damage, +22.7 Holy Damage |
| 3 | +8.5 Damage, +34.1 Electric Damage, +34.1 Holy Damage |
| 4 | +11.4 Damage, +45.4 Electric Damage, +45.4 Holy Damage |
| 5 | +14.2 Damage, +56.8 Electric Damage, +56.8 Holy Damage |

## Focus — Ranks: 2

Decreases the chance of your healing spells Radiance, Wave of Life, Fierce Recovery, Blood Flow, Life of Set, or Vitalizing Jolt being interrupted in combat and investing more feat points eliminates the possibility.

| Rank | Modifications |
|---|---|
| 1 | -50 Spell interrupt change |
| 2 | -100 Spell interrupt change |

## Healing Spirit — Ranks: 3

Reduces the mana cost of all healing spells.

| Rank | Modifications |
|---|---|
| 1 | -2 Mana Cost |
| 2 | -4 Mana Cost |
| 3 | -6 Mana Cost |

### Requires 20 Points in the Priest Feat Tree

## Spell - Vengeance of the Gods — Ranks: 1

Grants you a spell which substantially increases the damage inflicted by your attacks for a short period of time.

| Min. Level | Mana | Casting Time | Duration | Recast | Effect |
|---|---|---|---|---|---|
| 30 | 233 | 1.5 seconds | 30 seconds | 3 minutes | +20% Magic Damage Modifier, +20% Damage Multiplier |

## Spell - Shroud of the Gods — Ranks: 1

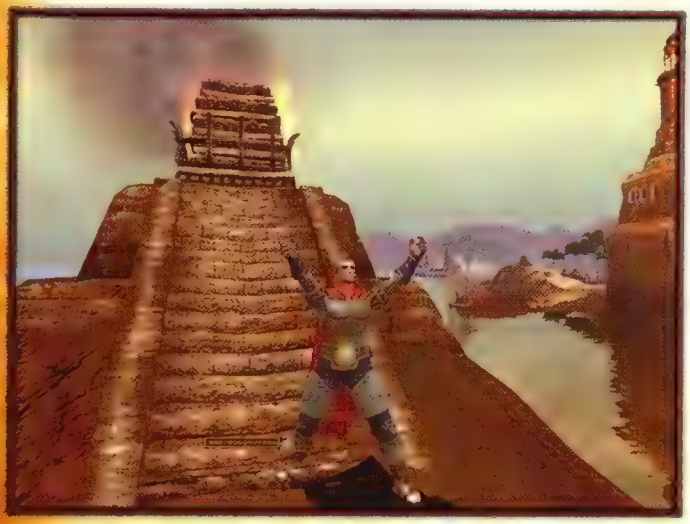
Grants you a spell to make all enemies in the vicinity less likely to attack you.

| Min. Level | Mana | Casting Time | Recast | Effect |
|---|---|---|---|---|
| 30 | 233 | 0.5 seconds | 5 minutes | -50% threat |

# BEAR SHAMAN

Tempered in the harsh mountain land of Cimmeria, the Bear Shaman is the hardiest of the Priest classes. The Shaman channels the essence of the fierce, sturdy bears that make the snowy peaks their home, to protect their self and their team. Because of the spiritual affinity necessary, only Cimmerians can pursue this calling.

As a Bear Shaman you wear medium armor, the heaviest allowed for any priest. This aids you when you charge into battle, swinging two-handed weapons at your foes. Your spiritual connection with the bear provides you with protection against your enemies and your powerful heals over time allow you to take more punishment than you could if unaided by your magic.



Your ability to wear medium armor, as well as their mystic knowledge, enable the Bear Shaman to be a strong and versatile class. If you prefer to stand back and heal when teamed you can do so, but if more direct action is more to your liking, your melee skills allow you to significantly contribute to the fight in a more direct manner. In addition to Two-handed Blunt weapons, Bear Shaman can use Bows, Crossbows, and Thrown Weapons. This gives you the option to pull foes to you, which is especially useful when soloing.

## COMBOS

Like most Cimmerians, Bear Shaman are born to be in the thick of battle. Though they are gifted with powerful healing magic, the strength of the Bear Shaman lies in balancing that responsibility with using their highly effective melee moves to take down their foes. Many of the Bear Shaman's Combos not only cause damage, but affect the target in other ways, such as creating a bleeding wound, slowing their movement, or even knocking them to the ground. Experiment with the different combos available to you to find what works best in each instance.

### Censuring Strike

This mighty blow intimidates the victim, deterring them from switching targets to attack you. Effective when the victim is already distracted battling other foes.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 5 | 15 | 10 seconds |
| 2 | 10 | 142 | 12 seconds |
| 3 | 15 | 194 | 10 seconds |

### Crush Armor

This mighty blow not only batters the enemy but also smashes their armor, from knight's armor to beastly scaled hides, lowering their defense rating.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 7 | 182 | 15 seconds |
| 2 | 20 | 247 | 15 seconds |
| 3 | 48 | 299 | 15 seconds |
| 4 | 80 | 388 | 15 seconds |

### Ferocious Smack

First you club your opponent then drive the haft of your weapon into them, battering them backwards.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 15 | 176 | 60 seconds |
| 2 | 32 | 176 | 60 seconds |
| 3 | 56 | 151 | 60 seconds |
| 4 | 76 | 175 | 60 seconds |

### Hinder Movement

This great sweeping blow smashes into an enemy's legs and slows their movement for a short time.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 44 | 70 | 45 seconds |
| 2 | 72 | 119 | 45 seconds |

### Internal Bleed

Swift hammering blows directed at the enemy's torso, the shuddering impacts rupture internal organs and burst arteries causing temporary internal bleeding.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 5 | 184 | 10 seconds |
| 2 | 24 | 214 | 10 seconds |
| 3 | 36 | 291 | 10 seconds |
| 4 | 64 | 368 | 10 seconds |

### Shrewd Blow

This deceptively dangerous strike causes extra damage even though it appears to be a negligible strike, enabling you to fight without attracting your foe's ire in battle.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 10 | 165 | 10 seconds |
| 2 | 28 | 213 | 10 seconds |
| 3 | 40 | 273 | 10 seconds |
| 4 | 60 | 300 | 10 seconds |
| 5 | 68 | 382 | 10 seconds |

## Ursine Brawl

A crack to the skull followed by a series of ferocious blows dazes and knocks an enemy off balance making it harder for them to fight effectively, so enemy blows have less chance of striking successfully.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 20 | 254 | 25 seconds |
| 2 | 52 | 342 | 25 seconds |
| 3 | 80 | 472 | 25 seconds |

### Damage Isn't Everything

Don't underestimate the value of combos that affect your target in ways besides dealing direct damage. For instance, Ferocious Smack may not be the most damaging combo in your arsenal, but by knocking an opponent backward, you give yourself a chance to cast a spell, perform another action, or even just to get away if discretion becomes the better part of valor.

## Spells

Bear Shaman have some powerful combos, but adding spells to the mix is what makes the Bear Shaman such a versatile class. Learning to balance the two sides of the Bear Shaman can take some practice, but the end result is well worth the effort.

## Adrenaline Surge

A large amount of your mana and stamina are restored at no Mana to cast. Your body strains under this invocation's affect.

| Rank | Level | Casting Time | Duration | Effect Over Time |
|---|---|---|---|---|
| 1 | 35 | 3 seconds | 12 seconds | Renews 117 points of Stamina and Mana every 1 second |
| 2 | 55 | 3 seconds | 12 seconds | Renews 174 points of Stamina and Mana every 1 second |
| 3 | 75 | 3 seconds | 12 seconds | Renews 199 points of Stamina and Mana every 1 second |

## Awakening

This powerful prayer brings a single target back to life, although it only partially restores health and mana. Higher rank versions restore more health and mana. Cannot be used in combat.

| Rank | Level | Mana | Casting Time |
|---|---|---|---|
| 1 | 15 | 150 | 8 seconds |
| 2 | 30 | 300 | 8 seconds |
| 3 | 55 | 500 | 8 seconds |
| 4 | 80 | 735 | 8 seconds |

## Blood Flow

Places a powerful healing effect on friendly targets in a cone in front of you. It also places a moderate healing effect on you.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 10 | 47 | 0.5 seconds | Heals 36 and 21 every 1 second |
| 2 | 25 | 87 | 0.5 seconds | Heals 79 and 45 every 1 second |
| 3 | 40 | 121 | 0.5 seconds | Heals 125 and 70 every 1 second |
| 4 | 55 | 157 | 0.5 seconds | Heals 166 and 89 every 1 second |
| 5 | 70 | 184 | 0.5 seconds | Heals 180 and 93 every 1 second |
| 6 | 80 | 203 | 0.5 seconds | Heals 192 and 96 every 1 second |

## Claws of Corruption

Your melee attacks do additional poison and unholy damage and also have a chance of cursing the target. Anyone attacking a cursed victim does extra unholy and poison damage and anyone attacking with Corrupted Claws does additional damage. Only on Claw Totem may be active at any time.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 55 | 625 | 4 seconds | +0.8 Unholy and Poison damage |
| 2 | 70 | 800 | 4 seconds | +1.3 Unholy and Poison damage |

## Claws of Stone

Grants a small protection against physical attacks which have a chance of cursing the target. Anyone attacking a cursed target has a chance of increasing their ability to withstand attacks. Only one Claw Totem may be active at any time.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 10 | 140 | 4 seconds | 1 hour | +0.3% Slashing, Piercing, Crushing, and Poison Invulnerability |
| 2 | 40 | 480 | 4 seconds | 1 hour | 0.5% Slashing, Piercing, Crushing, and Poison Invulnerability |
| 3 | 55 | 625 | 4 seconds | 1 hour | 0.8% Slashing, Piercing, Crushing, and Poison Invulnerability |
| 4 | 70 | 800 | 4 seconds | 1 hour | 1.0% Slashing, Piercing, Crushing, and Poison Invulnerability |

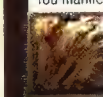
## Fierce Recovery

A powerful healing spell that affects you and any nearby allies. Anyone aided by this spell cannot be affected by another Fierce Recovery spell for a short time.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 15 | 66 | 1.5 seconds | Heals 368-552 |
| 2 | 30 | 104 | 1.5 seconds | Heals 541-810 |
| 3 | 45 | 138 | 1.5 seconds | Heals 845-1267 |
| 4 | 60 | 179 | 1.5 seconds | Heals 1068-1628 |
| 5 | 75 | 210 | 1.5 seconds | Heals 1180-1770 |

## Grizzled Hide

You manifest the bear's tough grizzly hide, increasing your defense rating.



| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 25 | 67 | 3 seconds | 1 hour | +14 Defense Rating |
| 2 | 45 | 105 | 3 seconds | 1 hour | +25.5 Defense Rating |
| 3 | 65 | 145 | 3 seconds | 1 hour | +32 Defense Rating |

## Lycanthropic Bite

You exhibit the bear's ferociousness in combat and the blood shed by your savage blows in battle heal you. Spirit of the Bear must be active to use this ability.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 80 | 180 | 1 second | 15 seconds | +10% Lifetap |

## Manifestation: Enfeeble

You continuously suppress the spells and special abilities of enemies nearby, lowering the caster level and making them less powerful. You can only have one manifestation running at any time.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 50 | 230 | 1 second | 21 seconds | -3 Bonus Caster Level, -3 Bonus Melee Level |
| 2 | 70 | 320 | 1 second | 21 seconds | -4 Bonus Caster Level, -4 Bonus Melee Level |

## Manifestation: Hostile Territory

You emanate a curse that causes nearby enemies to take more damage from physical attacks. The bear's hostility towards any that impinge on its territory is well known. You can only have one manifestation running at any time.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 65 | 295 | 1 second | 21 seconds | -2% Slashing, Piercing, Crushing, and Poison Invulnerability |
| 2 | 80 | 365 | 1 second | 21 seconds | -4% Slashing, Piercing, Crushing, and Poison Invulnerability |

## Rune of Resilience

This mystic symbol increases your resistance to holy, fire, unholy, electrical and cold damage. It affects your entire team.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 65 | 295 | 3 seconds | 4 hours | +2% Cold, Fire, Electrical, Holy, and Unholy invulnerability |
| 2 | 80 | 366 | 3 seconds | 4 hours | +4% Cold, Fire, Electrical, Holy, and Unholy invulnerability |

## Rune of Resistance

The bear's ability to withstand harm is legendary. This spell increases resistance to electric damage and affects you and your teammates.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 35 | 169 | 3 seconds | 4 hours | +2.0% Electrical Invulnerability |
| 2 | 50 | 228 | 3 seconds | 4 hours | +4.0% Electrical Invulnerability |
| 3 | 65 | 295 | 3 seconds | 4 hours | +6.0% Electrical Invulnerability |
| 4 | 80 | 366 | 3 seconds | 4 hours | +8.0% Electrical Invulnerability |

## Spirit of the Bear

You inherit some of the bear's mighty endurance, raising your life with the distant roar of a bear and burst of autumn leaves.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 15 | 165 | 6 seconds | 1 hour | +94 Max Health |
| 2 | 40 | 290 | 6 seconds | 1 hour | +178.5 Max Health |
| 3 | 60 | 415 | 6 seconds | 1 hour | +323 Max Health |
| 4 | 80 | 555 | 6 seconds | 1 hour | +356.7 Max Health |

## Spirit Totem: Feral

With a roar you increase your natural life regeneration rate. Attacks against you have a chance of increasing your resistance to physical attacks and the damage done by your melee attacks. Only one Spirit Totem may be active at any time.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 17 | 185 | 4 seconds | 1 hour | +1.5 Natural Mana, Health, and Stamina Regen |
| 2 | 30 | 370 | 4 seconds | 1 hour | 3.8 Natural Mana, Health, and Stamina Regen |
| 3 | 45 | 515 | 4 seconds | 1 hour | 5.8 Natural Mana, Health, and Stamina Regen |
| 4 | 60 | 685 | 4 seconds | 1 hour | 7.8 Natural Mana, Health, and Stamina Regen |
| 5 | 75 | 855 | 4 seconds | 1 hour | 8.4 Natural Mana, Health, and Stamina Regen |

## Spirit Totem: Profane

Grants increased resistance to unholy damage and a damage shield. Attacks against you have a chance of giving you unholy damage on your attacks (although this causes you to take more damage from holy attacks).

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 60 | 685 | 4 seconds | 1 hour | +1% Unholy Invulnerability, +1.9 Melee Shield, +1.9 Ranged Shield, +1.9 Magic Shield |
| 2 | 75 | 855 | 4 seconds | 1 hour | +1.5% Unholy Invulnerability, +2.8 Melee Shield, +2.8 Ranged Shield, +2.8 Magic Shield |

## Spirit Totem: Stone

This power grants small protection against physical attacks but slows movement speed. Attacks against you also have a chance of triggering a burst of stone fragments, dealing instant piercing damage to all enemies nearby. Only one Spirit Totem can be in affect at any time.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 45 | 515 | 4 seconds | 1 hour | +0.5% Slashing, Piercing, Crushing Invulnerability, +5% Hinder Movement |
| 2 | 60 | 685 | 4 seconds | 1 hour | +1% Slashing, Piercing, Crushing Invulnerability, +5% Hinder Movement |
| 3 | 75 | 855 | 4 seconds | 1 hour | +1.5% Slashing, Piercing, Crushing Invulnerability, +5% Hinder Movement |

## Ursine Crush

Briefly stuns all hostile targets in your vicinity.

| Rank | Level | Mana | Casting Time | Recast |
|---|---|---|---|---|
| 1 | 20 | 337 | 0.5 seconds | 120 seconds |

## FEATS

Most of the feats in the Spirit tree boost your healing power and invulnerabilities. Wrath is all about increasing your melee skills. Just as the Spirit tree contains some damage increase feats, the Wrath line also contains a few feats which increase your healing power. How you decide to allot your points should be based largely on your play style.

## SPIRITS

This tree is geared largely towards beefing up your spells. These feats improve the healing ability of some spells, increase the damage of others, and generally give your already considerable mystical side a boost.

### Blood Warrior — Ranks: 5

Improves the Blood Flow spell by increasing the damage done by your melee attacks for a short time.

### Requires 5 Points in the Spirits Feat Tree

### Empowered Renewal — Ranks: 5

Empowers your Renewal ability, increasing the damage bonus gained from triggering the effect.

### Improved Spirit of the Bear — Ranks: 5

Enhances the Spirit of the Bear spell by increasing the amount of life gained.

### Requires 10 Points in the Spirits Feat Tree

### Deft Renewal — Ranks: 3

When the Renewal prayer is triggered it also increases your team's chance to evade attacks.

### Spell-Rune of Slaughter — Ranks: 1

Grants you a spell that gives melee attacks a chance of weakening the victim's defenses for a short period. This effect can be applied five times. Additional ranks increase the chance of affecting the target.

| Min. Level | Mana | Casting Time | Duration | Recast |
|---|---|---|---|---|
| 20 | 337 | 1 second | 20 seconds | 60 seconds |

### Aspect – Blood Fever — Ranks 5

Grants you an ability which increases the damage done by your attacks but reduces the strength of your healing spells.

## Requires 15 Points in the Spirits Feat Tree

### Spell-Grace of Nature Ranks: 1

Makes all team members immune to effects that root them to the ground, preventing movement.

| Min. Level | Mana | Casting Time | Duration | Recast |
|---|---|---|---|---|
| 25 | 225 | 1 second | 6 seconds | 40 seconds |

### Blood Champion Ranks: 5

Improves the Blood Flow Spell, increasing your melee damage.

### Combo - Ether Theft Ranks: 1

Weapon Requirement Two-Handed Blunt

Drains mana from the target and shares it with your team.

| Min. Level | Stamina Cost | Cooldown |
|---|---|---|
| 25 | 291 | 30 seconds |

### Spell-Spirit Totem: Venom Ranks: 3

Grants a spell that increases your resistance to poison and empowers you with the ability to poison foes with your mighty blows.

| Rank | Min. Level | Mana | Duration | Recast |
|---|---|---|---|---|
| 1 | 25 | 337 | 1 hour | 4 seconds |

## Requires 20 Points in the Spirits Feat Tree

### Spell – Rune of Aggression Ranks: 1

A prayer which increases the damage done by all group members.

| Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|
| 30 | 450 | 1 second | 30 seconds |

### Improved Ether Theft Ranks: 2

Increases the mana gained by the Ether Theft combo.

| Rank | Modifications |
|---|---|
| 1 | Increases healing by 25% |
| 2 | Increases healing by 45% |

### Spell – Rune of Grounding Ranks: 1

Greatly increases your ability to resist magical damage while also lowering your movement speed for the duration of the effect.

| Min. Level | Casting Time | Duration | Recast | Effect |
|---|---|---|---|---|
| 30 | 1 second | 15 seconds | 120 seconds | +0.9% Immunity, +0.9% Max Immunity, +75% Hinder Movement |

### Spell-Manifestation: Rabies Ranks: 1

A new manifestation which inflicts lingering poison damage upon all nearby enemies.

| Min. Level | Casting Time | Duration | Recast |
|---|---|---|---|
| 30 | 1 second | 30 seconds | 40 seconds |

## Requires 25 Points in the Spirits Feat Tree

### Wild Energy Ranks: 3

All your melee attacks have a chance of increasing your mana.

### Untamed Energy Ranks: 3

Improves the Wild Energy special ability sp that your attacks generate even more mana.

## Spell-Manifestation: Regrowth Ranks: 3

Grants a spell that continuously heals all friendly targets near you.

| Min. Level | Mana | Casting Time | Duration | Recast |
|---|---|---|---|---|
| 40 | 562 | 2 seconds | 30 seconds | 60 seconds |

## Improved Manifestation: Rabies Ranks: 3

Substantially increase the damage inflicted by the Rabies manifestation.

| Rank | Modifications |
|---|---|
| 1 | Increases damage by 15% |
| 2 | Increases damage by 30% |
| 3 | Increases damage by 50% |

## Requires 30 Points in the Spirits Feat Tree

## Balance of Nature Ranks: 5

Augments the Blood Flow healing prayer so it also restores stamina for a short time.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | +12.5 |
| 3 | +25% |
| 4 | +37.5% |
| 5 | 62.5% |

## Spell - Claws of Life Ranks: 5

This spell increases your life regeneration and places a secondary effect on the target that has a chance of placing a minor healing effect on your attackers.

| Min. Level | Mana | Duration | Recast |
|---|---|---|---|
| 50 | 562 | 1 hour | 6 seconds |

| Rank | Modifications |
|---|---|
| 1 | +14.6 Natural Health Regen |
| 2 | +29.6 Natural Health Regen |
| 3 | +44.6 Natural Health Regen |
| 4 | +59.6 Natural Health Regen |
| 5 | +89.6 Natural Health Regen |

## Requires 35 Points in the Spirits Feat Tree

## Blood Healing Ranks: 5

Improves the Blood Flow prayer by increasing the amount of healing it does.

| Rank | Modifications |
|---|---|
| 1 | +1.3% Increase to healing |
| 2 | +2.5% Increase to healing |
| 3 | +3.8% Increase to healing |
| 4 | +5% Increase to healing |
| 5 | +6.5% Increase to healing |

## Spirit Walker Ranks: 3

Augments the effects of all of your Spirit Totem prayers.

## Improved Adrenaline Surge Ranks: 5

No creature of nature angers as quickly as a Cimmerian grizzly bear. You can cast and reuse the Adrenaline Surge spell faster.

| Rank | Modifications |
|---|---|
| 1 | Casting Time Reduced by 0.5 seconds. Modify recast time by -4 minutes |
| 2 | Casting Time Reduced by 1 second. Modify recast time by -8 minutes |
| 3 | Casting Time Reduced by 1.5 seconds. Modify recast time by -12 minutes |
| 4 | Casting Time Reduced by 2 seconds. Modify recast time by -16 minutes |
| 5 | Casting Time Reduced by 2.5 seconds. Modify recast time by -20 minutes |

## Requires 40 Points in the Spirits Feat Tree

## Spell - Iron Hide Ranks: 1

Absorbs all the damage done by the next attack against you.

| Min. Level | Mana | Casting Time | Duration | Recast |
|---|---|---|---|---|
| 70 | 337 | 0.5 seconds | 15 seconds | 90 seconds |

## Spell - Booming Roar Ranks: 1

Silences all nearby foes, preventing casters from using their spells.

| Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|
| 70 | 360 | 1 second | 45 seconds |

# WRATH

Many of the feats in this tree concentrate on increasing the power of your melee combos. Some increase the damage you do, others trigger healing effects, or boosts the life of your teammates. This tree is especially useful if you find yourself in melee combat quite a bit.

## Nature's Wrath — Ranks: 5

All of your attacks have a chance of triggering a secondary effect on Blood Flow, adding an extra healing effect.

Requires 5 Points in the Wrath Feat Tree

## Ursine Onslaught — Ranks: 5

Increases the damage done by the Ursine Brawl combos.

| Rank | Modifications |
|---|---|
| 1 | DPS Increase by 15% |
| 2 | DPS Increase by 20% |
| 3 | DPS Increase by 25% |
| 4 | DPS Increase by 30% |
| 5 | DPS Increase by 40% |

## Animalistic Fury — Ranks: 5

Increases the damage done by your two-handed blunt weapons.

| Rank | Modifications |
|---|---|
| 1 | +3.2 Two-Handed Blunt Damage |
| 2 | +6.4 Two-Handed Blunt Damage |
| 3 | +9.6 Two-Handed Blunt Damage |
| 4 | +12.8 Two-Handed Blunt Damage |
| 5 | +19.2 Two-Handed Blunt Damage |

Requires 10 Points in the Wrath Feat Tree

## Aspect - Untamed Regeneration — Ranks: 3

Grants you an ability which increases your rate of life regeneration but increases the damage suffered by enemy attacks.

## Crushed Bones — Ranks: 5

Increases the initial damage done by all Internal Bleed combos.

## Aspect - Skulk — Ranks: 3

Grants you an ability which makes you less likely to draw an enemy's ire and change targets to attack you, but lowers your life.

## Requires 15 Points in the Wrath Feat Tree

### Improved Grizzled Hide — Ranks: 3

Augments the Grizzled Hide spell by increasing your physical resistance bonuses.

### Poisoned Hide — Ranks: 3

Each time a foe strikes you in melee there is a chance of them being poisoned, which damages them for a short period of time and disorientates them so they are less likely to attack you.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 15% |
| 3 | Increases damage by 30% |

### Crushed Organs — Ranks: 3

Increases the lingering damage done by all Internal Bleed combos.

| Rank | Modifications |
|---|---|
| 1 | Increases damage by 10% |
| 2 | Increases damage by 20% |
| 3 | Increases damage by 30% |

## Requires 20 Points in the Wrath Feat Tree

### Spell – Battle Roar — Ranks: 1

Temporarily increases the damage inflicted by you and boosts the maximum life of all teammates.

| Min. Level | Mana | Duration | Recast | Effect |
|---|---|---|---|---|
| 30 | 337 | 30 seconds | 60 seconds | +3% Damage Multiplier, +301.2 Max Health |

### Spell – Ursine Roar — Ranks: 3

Targets enemies in a wide cone in front of you and reduces the damage inflicted by their strikes for a short time.

| Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|
| 30 | 450 | instant | 40 seconds |

### Rupture — Ranks: 1

By imitating the bear's smashing blows you enhance the Crush Armor combos to inflict more damage and recharge more readily.

## Requires 25 Points in the Wrath Feat Tree

### Ursine Rush — Ranks: 3

Charges the target in a bout of ursine rage, triggering a bleeding effect.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | +100% damage |
| 3 | +200% damage |

### Spell – Stone Hide — Ranks: 3

Grants a spell that makes your skin as hard as granite, temporarily reducing the damage inflicted by enemy attacks.

| Ranks | Mana | Duration | Recast | Effect |
|---|---|---|---|---|
| 1 | 337 | 15 seconds | 90 seconds | +10 Damage Deflection |
| 2 | 337 | 15 seconds | 90 seconds | +15 Damage Deflection |
| 3 | 337 | 15 seconds | 90 seconds | +25 Damage Deflection |

### Spell – Claws of the Reaper — Ranks: 5

When cast, your strikes have a chance of inflicting a bleeding wound and increasing the damage done by your own attacks.

| Min. Level | Mana | Casting Time | Duration |
|---|---|---|---|
| 40 | 675 | 4 seconds | 1 hour |

## Requires 30 Points in the Wrath Feat Tree

### Shards of the Earth — Ranks 5

Improves the Spirit Totem: Stone prayer by increasing the damage inflicted.

| Rank | Modifications |
|---|---|
| 1 | +15% Increase to damage |
| 2 | +30% Increase to damage |
| 3 | +45% Increase to damage |
| 4 | +60% Increase to damage |
| 5 | +75% Increase to damage |

### Combo - Bloodthirst Ranks: 5

Weapon Requirement: Two-Handed Blunt

Blood spilled by this savage blow heals you and your team members.

| Min. Level | Stamina Cost | Cooldown |
|---|---|---|
| 50 | 480 | 90 seconds |

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | DPS Increase 10% |
| 3 | DPS Increase 15% |
| 4 | DPS Increase 20% |
| 5 | DPS Increase 25% |

### Weight of the World Ranks: 2

Grants your next three melee attacks a snare effect and additional bonus damage.

Requires 35 Points in the Wrath Feat Tree

### Spirits of the Earth Ranks: 5

When Claws of Stone and Spirit Totem: Stone are both active, there is a chance when Claws of Stone triggers it increases your physical defenses. In addition, the rate at which both Claws of Stone and Spirit Totem: Stone trigger is increased.

### Rampage Ranks: 3

All of your attacks have a chance of triggering a rampage, increasing damage and health regeneration. This effect fades over a period of time.

### Spirits of the Debased Ranks: 5

When the prayers Claws of Corruption and Spirit Totem: Profane are both active, there is a chance when Claws of Corruption triggers it increases the poison and unholy damage of their attack.

Requires 40 Points in the Wrath Feat Tree

### Nature's Revenge Ranks: 1

All of your attacks have a chance of adding to your Nature's Revenge counter. When this counter reaches ten all nearby allies are healed.

### Combo - Bewilder Ranks: 1

Weapon Requirement: Two-Handed Blunt

Leaves the victim dazed and disorientated, reducing their chance to hit for a short time.

| Min. Level | Stamina Cost | Cooldown |
|---|---|---|
| 70 | 609 | 90 seconds |

## The Bear Shaman

Though I have seen men of the lesser races call out to their gods for help, this never occurs to me as I see the Yeti start towards me. At birth, Crom gives all the people of Cimmeria the strength we need to meet the trials of life, and cares little what happens afterwards.

It had been a fairly uneventful day. I was making my way to Kern Wolfeye's camp to offer my services against the Vanir. Why Torin huddles in his lodge, content to wait and see the shape of things to come I do not understand. He is not my chieftain though, so I minded my tongue and made my way through the village down into the valley below. Before I left, a Zingaran trader spoke to me about obtaining a rare pelt for a client of his. He offered to pay well enough and coin is always welcome, even in times such as these.

I carefully avoided the Vanir patrols as I made my way deeper into the valley. The bear in me growls at seeing our homeland defiled under their northern boots, but I quiet it for now, knowing I can be of more use with Kern's force than I can be alone.

Not wishing to chance drawing any attention to Wolfeye's band, I decided to wait until dark to meet up with them. In the meantime, I would collect that pelt for the trader with more money than sense. I soon found the perfect spot to climb. We Cimmerians climb the peaks for sport as children, as easily as city bred children might chase a ball, and the skill never leaves us. Though I have stayed clear of them in the past, I know where the Yeti make their home, and it is little trouble to find a good spot to make my ascent.

As I crest the cliff, their smell hits me such force that I almost climb back down, but the promise of easy coin goads me on. The Yeti are slow-witted foes, but massive in size. I watch the nearest one walk away down the mountain, leaving one alone just yards from where I lay crouched in the powdery snow.

Knowing I am not likely to get a better chance I call forth the spirit of the bear and fill myself with its strength. I charge toward the first Yeti, landing a blow square on its knee before it registers the danger. With a howl it wildly swings its impromptu weapon at me with enough force to take off my head should it connect. Using the tree trunk as a crutch, the beast lunges toward me. I once again send my hammer crushing into the beast's kneecap and this time I can hear the crunch of something useful as my hammer swings back trailing gore across the trampled snow. The blow brings this giant to its knees and I call on the the Bear to lend me its power as I swing my hammer once more, connecting with the brute's temple as it flails wildly at me with one hand. Its already rheumy eyes go wild and it nearly knocks me over with its death cry, covering me with phlegm and spittle.

I retrieve a knife from my kit as I look around hastily to see if there are any others, meaning to take my prize and be gone before more trouble arrives. Some instinct warns me and I roll forward over the fallen Yeti as another attacks from behind. If I hadn't moved I would have taken the full force of that massive club. As it was, the glancing blow was enough to knock me to the side, my arm falling numb at the shoulder and I nearly drop my own weapon. As the dim creature swings back to repeat his assault I quickly cast a healing spell on myself, willing my injured arm to mend. I dart behind a tree, trying to buy myself a few seconds for my magic to work. The Yeti, enraged at losing its prize, cracks its massive fist into the tree and the shudders send me momentarily to the ground.

My diversion has worked though, I can feel my arm again and I swing my hammer as hard as I can into the ankle of the great beast. Its howls seem to shake the snows around us, but still it stands. I quickly swung once more, the bloody pulpy mass I left behind unable to support the monster and it topples like a tree. It grabs for me, perhaps meaning to crush me in its huge hands. I slide to the side and before the creature can rise to its feet again I plant the head of my hammer firmly on its eye socket and push down on it with my foot, as if digging a grave with a shovel. Once more I tamp down and buried my great hammer in the thing's brainpan, finally ceasing its flailing.

I extricate my weapon, rolling it around in the snow to remove the largest bits of skull and pulp, and hurriedly take out my knife. The feeling is starting to come back to my fingers so I hurry to finish the task at hand before others of their kind wander by. I wrap the bloody skin in a spare piece of leather I keep for such uses and roll it into my bag. This should earn me a nice sack of coin. Now, on to Wolfeye and the more serious business of dealing with the Vanir.

## Skills

When distributing skill points, raise your Casting Concentration and Renew Mana followed closely by Mana Attractor and Disruptive. These skills are useful no matter your style of play. Hiding can be fun and advantageous. A high skill in it increases your chance of not being seen by other players or NPC's. However, if you engage in PvP, Perception is an even stronger choice. No matter your Hide skill, you are never going to be as sneaky as a cloth wearing Assassin, but with a high enough Perception skill you may see the enemy coming at you before it is too late!

## Attributes

Bear Shaman can wear up to Medium Armor, making them the most heavily armored class in the Priest archetype. This gives you the defense you need when standing toe to toe with a foe in melee combat. Beyond raising your Defense or Resistance Ratings, look for pieces that augment your Wisdom over all else, to increase your Mana pool, as well as Constitution to increase your Life and Stamina. Strength is useful since you spend so much time in melee combat, but it should be secondary to these other concerns.

## Soloing

You should always maintain your buffs when adventuring. You have quite a few powerful buff spells at your disposal and they make a big difference, especially during tough battles. Cast Renewal and Blood Flow on yourself as you engage a target. There is no reason to let your health become low before casting a healing spell. Your powerful heals over time help negate the damage your foe is dealing before the situation becomes critical.
In addition to your own arsenal of regenerating spells, utilize consumables, both in food and drink and as potions to give you more of an advantage. If you know you are facing a long battle, come prepared with potions of all three varieties so you can bolster your health, stamina, or mana as needed. Many times this makes all the difference.

## Grouping

The role of a Bear Shaman in a group varies depending on the group, but your main function is to heal. Now, this doesn't mean that you should stand meekly at the sidelines waiting to heal the tank and twiddle your thumbs between casts. On the contrary, you should dive right into the battle, using spells like Renewal and Blood Flow to bolster your team's health and mitigate some of the incoming damage. Just don't get too caught up in the blood lust to neglect the needs of your team. In addition to keeping up your regenerative spells, keep an eye on your team's health and be ready to cast Fierce Recovery and other spells as needed.
Your melee capabilities are also useful to team play, so don't forget to use the combos that weaken the target's armor, slow it down, or cause other detrimental effects. The key to being a great team member is to balance your abilities so that you are as effective as possible.

## PvP

Often, Priests are unfairly seen as weak in PvP play, which isn't the case at all. As with most classes, the keys to successful PvP play are to be prepared, and to pick your targets whenever possible. Casters are good targets to go after. Their lighter armor gives you the advantage in defense and your heals over time help to mitigate the massive damage they can do. With your medium armor, you aren't easily taken out of a fight, but you don't really have the burst damage to end a fight quickly.
Make full use of your combos, especially for knocking down your target. Anytime you target is flat on their back on the ground, they aren't damaging you. This gives you time to cast a spell without interruption, or just a few seconds for your HoT to raise your health. Little things like this can make all the difference in any battle, but especially in PvP play.
Heavily armored targets are more of a challenge. Your HoT's help to keep you up during the fight, but you must carve through heavy armor before you reach soft flesh. Make the most of combos like Crush Armor to help mitigate your foe's armor advantage.

# PRIEST OF MITRA

Mitra is a loving god who values justice, security, and liberty above all else. Mitran priests train for years in the temple in Old Tarantia. Many spend their lives there, or in other holy places, preaching the doctrine of Mitra and amassing knowledge through study and quiet contemplation. Others choose a more active role in the world around them by adventuring outside their homeland to spread Mitra's word and to fight against injustices across Hyboria.

Though never heavily armored and receiving only the most basic weapons training, these holy men and women are far from helpless. The strength of a Priest of Mitra comes from his or her devotion to their god and as such manifests itself in an apotheosized arsenal of spells.

## SPELLS

Though the Priest of Mitra can use a variety of weapons, one handed edged, one handed blunt, daggers, crossbows, and thrown weapons, they are the master of none of these and rely on the power Mitra grants them for their devotion. The spells are highly versatile and cover everything from healing and buffing to crowd control and offense. Though it's tempting to blast through foes, keep in mind how useful some of the other spells can be in mitigating damage and controlling your targets.

### ARMOR OF FAITH

This divine defense grants you excellent protection against physical attacks but reduces resistance to unholy damage, gives you reduced holy damage and you must expend mana to sustain it. Armor of Faith requires 3 seconds to cast and it lasts for 5 minutes.

| Rank | Level | Mana | Effect | Effect Over Time |
|---|---|---|---|---|
| 1 | 40 | 132 | +10% Slashing, Piercing, Crushing, and Poison Invulnerability, -49 Holy Damage , -100% Unholy Invulnerability | Removes 20 points of mana every 5 seconds |
| 2 | 55 | 174 | +15% Slashing, Piercing, Crushing, and Poison Invulnerability, -84 Holy Damage , -100% Unholy Invulnerability | Removes 39 points of mana every 5 seconds |
| 3 | 70 | 224 | +20% Slashing, Piercing, Crushing, and Poison Invulnerability, -145 Holy Damage , -100% Unholy Invulnerability | Removes 67 points of mana every 5 seconds |

### AVERT THINE EYES

This prayer blinds the target with a burst of divine light, making them suffer an increased chance to miss.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 40 | 76 | 1.5 seconds | 20 seconds | +7.3% Miss Chance |
| 2 | 55 | 99 | 1.5 seconds | 20 seconds | +10% Miss Chance |
| 3 | 70 | 122 | 1.5 seconds | 20 seconds | +12.2 Miss Chance |

### CONDEMN

This prayer stuns the target briefly by causing them to recall every unjust deed, unkind word or sin they ever committed and suffer guilt for each and every one.

| Rank | Level | Mana | Casting Time |
|---|---|---|---|
| 1 | 50 | 160 | 1.5 seconds |
| 2 | 80 | 257 | 1.5 seconds |

### DEVOTIONAL PRAYER

This prayer instills religious zeal and blesses the weapons of those facing battle. All melee and ranged attacks do additional holy damage.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 35 | 176 | 4 seconds | 4 hours | +1.5 Holy Damage |
| 2 | 55 | 260 | 4 seconds | 4 hours | +2.5 Holy Damage |
| 3 | 75 | 360 | 4 seconds | 4 hours | +2.7 Holy Damage |

### DIVINE VIGOR

Description of spell.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 3 | 50 | 5 seconds | 1 Hour | +79.2 Max Health |
| 2 | 30 | 154 | 5 seconds | 1 Hour | +193.2 Max Health |
| 3 | 45 | 218 | 5 seconds | 1 Hour | +619.2 Max Health |
| 4 | 60 | 286 | 5 seconds | 1 Hour | +875.7 Max Health |
| 5 | 75 | 360 | 5 seconds | 1 Hour | +1087.4 Max Health |

### EMANATION OF LIFE

An avatar of Mitra appears to restore your life and the life of your companions, placing a moderate healing effect on them.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 5 | 9 | 2 seconds | Heal 4 every 1 second |
| 2 | 20 | 20 | 2 seconds | Heal 27 every 1 second |
| 3 | 35 | 29 | 2 seconds | Heal 43 every 1 second |
| 4 | 50 | 38 | 2 seconds | Heal 57 every 1 second |
| 5 | 65 | 47 | 2 seconds | Heal 62 every 1 second |
| 6 | 80 | 54 | 2 seconds | Heal 64 every 1 second |

## Eye of Judgment

You direct Mitra's righteous gaze upon the target, causing them to flee in terror or suffer divine judgment.

| Rank | Level | Mana | Casting Time | Duration |
|---|---|---|---|---|
| 1 | 30 | 137 | 2 seconds | 3 seconds |
| 2 | 45 | 194 | 2 seconds | 4 seconds |
| 3 | 60 | 255 | 2 seconds | 5 seconds |
| 4 | 75 | 321 | 2 seconds | 6 seconds |

## Hand of Mitra

The divine might of Mitra briefly gives you total immunity from all forms of damage.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 15 | 66 | 0.5 seconds | 4 seconds | -20% Magic Damage Modifier, +100 Damage Deflection |
| 2 | 30 | 206 | 0.5 seconds | 6 seconds | -20% Magic Damage Modifier, +100 Damage Deflection |
| 3 | 45 | 388 | 0.5 seconds | 8 seconds | -20% Magic Damage Modifier, +100 Damage Deflection |
| 4 | 70 | 748 | 0.5 seconds | 10 seconds | -20% Magic Damage Modifier, +100 Damage Deflection |

## Imperil

This prayer calls down a pillar of divine light. All nearby enemies suffer increased damage from holy attacks.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 20 | 64 | 2 seconds | -1% Holy Invulnerability |
| 2 | 35 | 92 | 2 seconds | -2% Holy Invulnerability |
| 3 | 50 | 122 | 2 seconds | -3% Holy Invulnerability |
| 4 | 65 | 155 | 2 seconds | -4% Holy Invulnerability |
| 5 | 80 | 172 | 2 seconds | -5% Holy Invulnerability |

## Radiance

You gather Mitra's light to heal yourself and nearby allies. Anyone healed by this spell cannot be affected by another Radiance spell for one minute.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 15 | 68 | 1.5 seconds | Heals 368-552 |
| 2 | 30 | 108 | 1.5 seconds | Heals 601-749 |
| 3 | 45 | 145 | 1.5 seconds | Heals 940-1172 |
| 4 | 60 | 187 | 1.5 seconds | Heals 1208-1506 |
| 5 | 75 | 222 | 1.5 seconds | Heals 1313-1637 |

## Rebuke

You rebuke the target in the name of Mitra, inflicting holy damage.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 7 | 14 | 0.5 seconds | 61-120 Holy Damage |
| 2 | 25 | 36 | 0.5 seconds | 121-240 Holy Damage |
| 3 | 40 | 51 | 0.5 seconds | 173-343 Holy Damage |
| 4 | 55 | 66 | 0.5 seconds | 228-452 Holy Damage |
| 5 | 70 | 83 | 0.5 seconds | 291-578 Holy Damage |

## Reciprocal Healing

If you are in the area of the healing spell, Wave of Life, invoked by another priest, a secondary minor healing effect is placed on their companions.

| Rank | Level | Mana | Casting Time | Duration |
|---|---|---|---|---|
| 1 | 50 | 240 | 3 seconds | 1 hour |
| 2 | 65 | 310 | 3 seconds | 1 hour |
| 3 | 80 | 385 | 3 seconds | 1 hour |

## Reincarnation

This powerful prayer brings a single target back to life, although it only partially restores health and mana. Higher rank versions restore more health and mana. Cannot be used in combat.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 10 | 280 | 6 seconds | Resurrect with 10% health |
| 2 | 20 | 280 | 6 seconds | Resurrect with 20% health |
| 3 | 45 | 545 | 6 seconds | Resurrect with 30% health |
| 4 | 70 | 845 | 6 seconds | Resurrect with 40% health |

## Repudiate

Enemies in the area of effect suffer movement penalties. Undead within the area also try to flee from you.

| Rank | Level | Mana | Casting Time | Recast |
|---|---|---|---|---|
| 1 | 70 | 725 | 3 seconds | 60 seconds |

## Repulse

A burst of divine light inflicts holy damage on nearby enemies and knocks them away.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 10 | 95 | 2.5 seconds | 116-230 points of Holy damage |
| 2 | 30 | 283 | 2.5 seconds | 271-537 points of Holy damage |
| 3 | 45 | 380 | 2.5 seconds | 369-732 points of Holy damage |
| 4 | 60 | 491 | 2.5 seconds | 493-979 points of Holy damage |
| 5 | 75 | 577 | 2.5 seconds | 583-1157 points of Holy damage |

## Shielding Litany

Mitra lends his divine protection to you, increasing your defense rating.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 10 | 35 | 3 seconds | 1 hour | +6 Defense Rating |
| 2 | 25 | 70 | 3 seconds | 1 hour | +12 Defense Rating |
| 3 | 45 | 110 | 3 seconds | 1 hour | +25.5 Defense Rating |
| 4 | 65 | 150 | 3 seconds | 1 hour | +32 Defense Rating |

## Smite

You expose the target to a tiny fraction of Lord Mitra's power, smiting them with holy damage.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 1 | 35 | 2.5 seconds | 101-200 Holy damage |
| 2 | 20 | 79 | 2.5 seconds | 176-350 Holy damage |
| 3 | 35 | 114 | 2.5 seconds | 239-473 Holy damage |
| 4 | 50 | 151 | 2.5 seconds | 347-689 Holy damage |
| 5 | 65 | 192 | 2.5 seconds | 426-845 Holy damage |
| 6 | 80 | 215 | 2.5 seconds | 455-902 Holy damage |

## Soul of Mitra

For a short time you become charged with holy fire inflicting holy damage to nearby enemies, shielding you from almost all damage and wounding enemies that strike you. However, such overwhelming might stuns you and drains all your mana. Soul of Mitra requires 4 seconds to cast, lasts 20 seconds, and has a cooldown of 15 minutes.

| Rank | Level | Mana | Effect |
|---|---|---|---|
| 1 | 80 | 390 | +75 Melee Shield, +185 Ranged Shield, +225 Magic Shield, deals 694-1041 points of holy damage |

## Sustaining Faith

This prayer for sustaining faith grants a large increase to your mana regeneration rate. There is no mana cost for this prayer.

| Rank | Level | Mana | Casting Time | Duration | Effect Over Time |
|---|---|---|---|---|---|
| 1 | 35 | 0 | 3 seconds | 6 seconds | Renews 266 points of Mana every 1 second |
| 2 | 55 | 0 | 3 seconds | 6 seconds | Renews 393 points of Mana every 1 second |
| 3 | 75 | 0 | 3 seconds | 6 seconds | Renews 450 points of Mana every 1 second |

## Wave of Life

An avatar appears and places a strong healing effect on your companions standing before you and a moderate effect on you.

| Rank | Level | Mana | Casting Time | Effect | Effect Over Time |
|---|---|---|---|---|---|
| 1 | 10 | 35 | 0.5 seconds | Heals 36 | Heals 21 every 1 second |
| 2 | 25 | 68 | 0.5 seconds | Heals 79 | Heals 45 every 1 second |
| 3 | 40 | 95 | 0.5 seconds | Heals 125 | Heals 70 every 1 second |
| 4 | 55 | 123 | 0.5 seconds | Heals 166 | Heals 89 every 1 second |
| 5 | 70 | 146 | 0.5 seconds | Heals 180 | Heals 93 every 1 second |
| 6 | 80 | 161 | 0.5 seconds | Heals 192 | Heals 96 every 1 second |

## Feats

Mitra may be a loving god, but adventuring Priests learn quickly that his Divinity is tinged with his holy Vengeance against the unholy and the unjust. The Divinity line is heavily slanted toward improving your healing power and helping your allies. The Vengeance Feat Tree contains abilities to assist you smite your enemies in Mitra's name. Some Priests strive for a balance, learning from both trees but mastering neither.

### Spell - Lance of Mitra Ranks: 5

Grants a spell that blasts all enemies in a column between you and your target with a lance of holy energy.

| Min. Level | Mana | Casting Time | Effect |
|---|---|---|---|
| 10 | 233 | 2.5 seconds | 348-690 points of Holy damage |

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 5% |
| 3 | Increases damage by 10% |
| 4 | Increases damage by 15% |
| 5 | Increases damage by 25% |

## Divinity

The Divinity Feat Tree focuses on increasing your healing power and bolstering your allies. It also includes feats that help you conserve mana and deal more Holy damage. Many of these feats work with your spells to increase their overall efficacy.

Requires 5 Points in the Divinity Feat Tree

### Divine Lance Ranks: 5

Augments the Lance of Mitra prayer by also healing all friendly targets in close proximity to enemies damaged by this divine spell.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | +100% Increase to healing |
| 3 | +200% Increase to healing |
| 4 | +300% Increase to healing |
| 5 | +400% Increase to healing |

## Holy Accession — Ranks: 5

While the Wave of Life is in effect, you may be blessed with divine might and for a short time be able to cast their next holy damage spell at a decreased mana cost.

| Rank | Modifications |
|---|---|
| 1 | -20% mana cost |
| 2 | -40% mana cost |
| 3 | -60% mana cost |
| 4 | -80% mana cost |
| 5 | -100% mana cost |

### Requires 10 Points in the Divinity Feat Tree

## Sacred Lance — Ranks: 5

Further improves the Lance of Mitra prayer by increasing the range of the healing effect invoked by the Divine Lance feat.

| Rank | Modifications |
|---|---|
| 1 | Increases the area of effect by 1 meter |
| 2 | Increases the area of effect by 2 meter |
| 3 | Increases the area of effect by 3 meter |
| 4 | Increases the area of effect by 4 meter |
| 5 | Increases the area of effect by 5 meter |

## Spell - Clarity of Mind — Ranks: 1

Grants a spell that enables you to cast your next holy damage spell at no mana cost.

| Min. Level | Mana | Casting Time | Duration |
|---|---|---|---|
| 20 | 0 | instant | 1 hour |

## Spiritual Feedback — Ranks: 5

Every ally in the area of your Wave of Life prayer increases the holy damage inflicted by your spells for a short time.

### Requires 15 Points in the Divinity Feat Tree

## Purification — Ranks: 3

Your pure spirit empowers your offensive spells with a chance of inflicting bonus holy damage.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 100% |
| 3 | Increases damage by 200% |

## Sanctification — Ranks: 2

Increases the damage of Purification against undead and demons.

## Wrath of Mitra — Ranks: 5

You channel a portion of Mitra's divine wrath, increasing the holy damage inflicted by your spells.

| Rank | Modifications |
|---|---|
| 1 | +17 Holy Damage |
| 2 | +22.7 Holy Damage |
| 3 | +28.4 Holy Damage |
| 4 | +34.1 Holy Damage |
| 5 | +56.8 Holy Damage |

### Requires 20 Points in the Divinity Feat Tree

## Spell - Condemnation — Ranks: 1

Channels holy damage on a target. Demons or Undead affected by the full duration of this ability sustain heavy holy damage at the end of channeling, while minions are instantly destroyed.

| Min. Level | Mana | Channeling Time | Recast | Effect | Channeling |
|---|---|---|---|---|---|
| 30 | 280 | Every 1 second for 6 seconds | 3 minutes | 819-1625 points of Holy Damage | 136-270 points of Holy Damage |

## Spell - Light of Mitra — Ranks: 2

While active, invoking Emanation of Life or Wave of Life applies an additional stamina and mana regeneration increase on your team. This spell cannot be run with Purification of Mitra.

| Rank | Mana | Casting Time | Duration |
|---|---|---|---|
| 1 | 230 | 3 seconds | 1 hour |
| 2 | 290 | 3 seconds | 1 hour |

## Force of Will — Ranks: 3

The spell granted by Clarity of Mind is also empowered, inflicting additional holy damage.

## Spell – Blessing of Mitra Ranks: 1

Grants a channeling spell that reduces damage on a friendly target. When the channeling is complete, both the target and the priest have their damage increased for a short period of time.

| Min. Level | Mana | Channeling Time | Effect | Channeling |
|---|---|---|---|---|
| 30 | 280 | Every 1 seconds for 8 seconds | +20% Damage and Magic Damage Multiplier | +20 Damage Deflection |

## Vengeful Blessing Ranks: 2

Additionally increases the damage of the target affected by your Blessing of Mitra while channeling.

Requires 25 Points in the Divinity Feat Tree

## Improved Repulse Ranks: 3

Increases the damage inflicted by the Repulse spell.

## Empowered Repulse Ranks: 2

Increases the knockback power and distance of the Repulse spell.

## Wrathful Blessing Ranks: 5

Deals area damage at the end of channeling Blessing of Mitra.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 60% |
| 3 | Increases damage by 120% |
| 4 | Increases damage by 180% |
| 5 | Increases damage by 300% |

Requires 30 Points in the Divinity Feat Tree

## Blessed Armor for Faith Ranks: 5

Lowers the holy damage reduction and mana cost needed to sustain the Armor of Faith blessing.

| Rank | Modifications |
|---|---|
| 1 | -20% to Holy damage penalty and mana cost |
| 2 | -35% to Holy damage penalty and mana cost |
| 3 | -50% to Holy damage penalty and mana cost |
| 4 | -65% to Holy damage penalty and mana cost |
| 5 | -85% to Holy damage penalty and mana cost |

## Unyielding Faith Ranks: 2

Reduces the unholy damage penalty on Armor of Faith.

## Holy Surge Ranks: 5

Increases the critical hit chance of all holy damage spells.

| Rank | Modifications |
|---|---|
| 1 | Modify spell critical chance by +2 |
| 2 | Modify spell critical chance by +4 |
| 3 | Modify spell critical chance by +6 |
| 4 | Modify spell critical chance by +8 |
| 5 | Modify spell critical chance by +10 |

## Spell – Exorcism Ranks: 1

Removes Fear and Charm effects from the group in addition to providing a short period of immunity.

| Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|
| 50 | 116 | 2.5 seconds | 3 minutes |

Requires 35 Points in the Divinity Feat Tree

## Blinding Light Ranks: 5

Any spell that inflicts holy damage has a chance of lowering the holy invulnerability rating of the target. This effect can stack up to 5 times.

## Overwhelming Light Ranks: 5

Increases the critical damage multiplier of all your holy damage spells.

| Rank | Modifications |
|---|---|
| 1 | +10% Spell Critical Modifier |
| 2 | +20% Spell Critical Modifier |
| 3 | +30% Spell Critical Modifier |
| 4 | +40% Spell Critical Modifier |
| 5 | +50% Spell Critical Modifier |

## Spiritual Warding Ranks: 3

Increases your resistances to charm and fear effects.

| Rank | Modifications |
|---|---|
| 1 | +10% resistance to Fear and Charm |
| 2 | +15% resistance to Fear and Charm |
| 3 | +25% resistance to Fear and Charm |

Requires 40 Points in the Divinity Feat Tree

### Spell – Holy Cleansing Ranks: 1

Cleanses the team with holy power, causing all unholy or poison damage inflicted on the group to be converted into healing for a short period of time. Additionally, this effect will inflict periodic holy damage on nearby enemies. The holy damage inflicted increases substantially if the target is affected by Blinding Light.

| Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|
| 70 | 155 | 3 seconds | 5 minutes |

### Spell – Avatar of Mitra Ranks: 1

Fills you with the essence of Mitra. This stuns nearby enemies for a short period of time and fears undead and minions for a slightly longer time.

| Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|
| 70 | 233 | instant | 120 seconds |

## Vengeance

In a perfect world, Mitran teachings would focus only on justice and light, but every Priest knows that day to day life in Hyboria is harsh and Vengeance is often a necessary path. This feat tree focuses on abilities that bolster your offensive spells, reducing your mana costs and increasing the damage for many of them.

### Improved Smite Ranks: 5

Increases the damage done by the Smite incantation.

Requires 5 Points in the Vengeance Feat Tree

### Holy Vengeance Ranks: 5

After casting the Wave of Life, you are infused with the vengeance of Mitra. For a short time the holy damage inflicted by your spells is increased. This effect can be applied up to 5 times.

### Spell – Cleansing Fire Ranks: 5

Grants a spell that sends out a wave of holy fire, burning enemies in a cone area in front of you.

| Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|
| 15 | 187 | 0.5 seconds | 8 seconds |

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by +5% |
| 3 | Increases damage by +10% |
| 4 | Increases damage by +15% |
| 5 | Increases damage by +25% |

Requires 10 Points in the Vengeance Feat Tree

### Admonishment Ranks: 2

By using divine words, you permanently increase the chance of the Rebuke prayer of inflicting a critical strike.

| Rank | Modifications |
|---|---|
| 1 | +2% Spell Critical Chance |
| 2 | +4% Spell Critical Chance |

### Improved Rebuke Ranks: 5

Reduces the cooldown of the Rebuke incantation.

| Rank | Modifications |
|---|---|
| 1 | -0.5 seconds recast time |
| 2 | -1 second recast time |
| 3 | -1.5 seconds recast time |
| 4 | -2 seconds recast time |
| 5 | -2.5 seconds recast time |

## Sacred Fire — Ranks: 3

Improves the Cleansing Fire spell by adding a lingering damage effect that burns the victim for a short time.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 100% |
| 3 | Increases damage by 200% |

Requires 15 Points in the Vengeance Feat Tree

## Glowing Radiance — Ranks: 3

Any allies in the area of your Radiance spell also have the damage inflicted by their attacks increased for a time.

## Inspiring Light — Ranks: 2

After casting the Radiance spell, your next Rebuke, Smite, or Lance of Mitra spell has a reduced mana cost.

## Holy Conquest — Ranks: 3

You devote your spirit to war and increase the damage bonus bestowed by Devotional Prayer.

## Revivication — Ranks: 3

When struck in combat (and Emanation of Life is not active), there is a high chance of triggering an Emanation of Life on you. More feat points significantly increase this chance.

Requires 20 Points in the Vengeance Feat Tree

## Searing Light — Ranks: 1

In addition to healing, the Radiance spell also inflicts holy damage on all enemies within the area of the effect.

## Spell - Purification of Mitra — Ranks: 2

Grants a spell so either Emanation of Life or Wave of Life costs a small amount of extra mana but triggers a burst of holy damage around you.

| Rank | Mana | Casting Time | Duration |
|---|---|---|---|
| 1 | 230 | 3 seconds | 1 hour |
| 2 | 290 | 3 seconds | 1 hour |

## Spell - Mitra's Searing Eye — Ranks: 1

Grants a spell which sears enemies in a column in front of you with a blast of holy energy. Deals triple damage against Undead and Demons.

| Min. Level | Mana | Casting Time | Recast | Effect |
|---|---|---|---|---|
| 30 | 163 | 3 seconds | 8 seconds | 707-1402 points of Holy damage, 236-467 points of Holy damage |

Requires 25 Points in the Vengeance Feat Tree

## Guiding Hand of Mitra — Ranks: 3

The benevolent guidance of Mitra reduces the refresh time of the Hand of Mitra prayer, enabling you to cast the spell at a faster rate.

| Rank | Modifications |
|---|---|
| 1 | Modify Recast time by -30 seconds |
| 2 | Modify Recast time by -60 seconds |
| 3 | Modify Recast time by -90 seconds |

## Empowered Hand of Mitra — Ranks: 2

Decreases the casting time of Hand of Mitra.

| Rank | Modifications |
|---|---|
| 1 | Reduced by 0.3 seconds |
| 2 | Reduced by 0.5 seconds |

## Improved Mitra's Searing Eye — Ranks: 3

Mitra's Searing Eye also restores mana to you for each undead and demon affected. If the target is destroyed, it explodes, inflicting holy energy on nearby enemies.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increase damage or healing by 200% |
| 3 | Increases damage or healing by 400% |

## Violent Exorcism Ranks: 2

Further empowers Mitra's Searing Eye, causing the explosion of holy energy upon killing a target to have an increased radius and effect.

| Rank | Modifications |
|---|---|
| 1 | Increases the area of effect by 1 meter, increase damage by 200% |
| 2 | Increases the area of effect by 2 meter, increase damage by 400% |

## The Light Within Ranks: 1

When triggered, Revivication will additionally place an Emanation of Life on your team.

### Requires 30 Points in the Vengeance Feat Tree

## Spell – Guardian Spirit

Summons a guardian spirit to protect the group, inflicting moderate damage on any hostile attacking those affected. If this damage effect is not triggered by the end of the duration, a moderate heal triggers instead.

| Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|
| 50 | 233 | 1.5 seconds | 120 seconds |

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage or healing by 100% |
| 3 | Increases damage or healing by 200% |
| 4 | Increases damage or healing by 300% |
| 5 | Increases damage or healing by 400% |

## Mitra's Will Ranks: 3

Reduces the mana penalties on both Purification of Mitra and Soul of Mitra.

## Determination Ranks: 5

Decreases the casting time of your Avert Thine Eyes, Condemn, Eye of Judgment, Hand of Mitra, Imperil, Repudiate, Soul of Mitra, and Sustaining Faith prayers.

| Rank | Modifications |
|---|---|
| 1 | Decreases casting time by -5% |
| 2 | Decreases casting time by -10% |
| 3 | Decreases casting time by -15% |
| 4 | Decreases casting time by -20% |
| 5 | Decreases casting time by -25% |

### Requires 35 Points in the Vengeance Feat Tree

## Vengeful Guardian Ranks: 5

Augments the Guardian Spirit so it also increases magic and physical damage while active.

## Arch-Guardian

Improves the Guardian Spirit by healing the team at the end of the spell, instead of just you.

## Undying Belief Ranks: 3

Improves your Sustaining Faith prayer by converting health damage into mana damage and lowering the cooldown of the prayer.

| Rank | Modifications |
|---|---|
| 1 | Modify recast time by -5 seconds |
| 2 | Modify recast time by -10 seconds |
| 3 | Modify recast time by -15 seconds |

## Relentless Faith Ranks: 5

Increases the duration of the Avert Thine Eyes, Eye of Judgment, Hand of Mitra, Imperil, Repudiate, Soul of Mitra, and Sustaining Faith prayers.

| Rank | Modifications |
|---|---|
| 1 | Modify Duration by +5 |
| 2 | Modify Duration by +10 |
| 3 | Modify Duration by +15 |
| 4 | Modify Duration by +20 |
| 5 | Modify Duration by +25 |

### Requires 40 Points in the Vengeance Feat Tree

## Spell – Manifestation of Mitra Ranks: 1

Grants a spell that summons a spirit to aid in battle, healing all nearby teammates when they are attacked and augmenting their attacks with a damage bonus. It also increments the soldier's Sadism, Furious Inspiration, or Vengeance counters.

| Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|
| 70 | 187 | 1.5 seconds | 120 seconds |

## Immortal Spirit Ranks: 1

Increases the duration of Wave of Life's healing effects by a substantial amount in addition to increasing in-combat mana regeneration by a small amount.

# The Priest of Mitra

Kironus crouched down, bringing himself to eye level with Marrock, the wounded Cimmerian, listening to a tale that he wasn't sure if he should credit or not, given the man's feverish state. He had been on his way to meet a colleague in the Lacheish Plains, when word reached him of a Cimmerian that needed his help. Though many considered these hard bitten mountain men to be little better than savages, Kironus knew better, having seen the King on more than one occasion. He saw the same look in these men's eyes—the desire to face a problem head on and the will to see any action through to the end. Though Kironus used all of his healing arts on Marrock, the man before him knew this was one battle even Cimmerian stubbornness couldn't win.

Having easily shed hope at the stark reality, the Cimmerian now asked for something else—vengeance. His fevered hands shook as he described his dreams to the Priest, and his eyes darted to a fro, seeming to never settle on Kironus. There are some evils, some fears, that strike a chord with all holy men, no matter their faith. These men and women were doing their best to fight off the Vanir that greatly outnumbered them. They had no one to spare for Marrock's request. Though he didn't share Kironus' faith, the priest prayed over the stricken man, asking Mitra to grant him some solace. After gathering all the information he could from Marrock and the others, Kironus set out across the fields.

His stomach clenched as he was forced to skirt some of the Vanir camps, their defilement made him ill. Mitra taught respect toward all dead, even those who did not worship him, and the honored Cimmerians buried in this place surely deserved better treatment than this. The grave robbers would have to wait another day though, Kironus' path soon took him away from the Northmen and deeper into the fields.

He was still uncertain as to the veracity of Marrock's words until he spotted movement on the path ahead. Though still distant, he was still trying to make out what manner of men these were when he was knocked roughly to the ground, his shoulder a mass of pain. Instinctively, he rolled onto his back, only to see Marrock's tale brought to life before him.

Towering over him was a beast with the form of a man. Covered in dark matted fur, its claws were five fingered like a hand but with the sharp claws of a feral animal on each tip. Its nose twitched as it seemed to take in his scent. It stood over him, jaws slavering with an anticipated feast. A wolf would have gone for the kill already, but there was obviously something of the man left in this werewolf to enjoy the torment of his victim. Kironus didn't waste the delay. He rolled from beneath the thing's feet, calling upon Mitra to heal his wounds as he did so. The screaming pain in his shoulder abated into a dull throb and he brought his shield around to guard against another attack.

With a snarl, the beast charged, and Kironus channeled a fraction of Mitra's power to Condemn this beast, stunning it for a moment. Kironus began casting one of the most powerful spells at his disposal, meaning to burn the creature with the light of Mitra when the werewolf shook off the stun effect like a dog shaking off water, and lunged at Kironus. Its claws bit into the priest's forearms, easily piercing the rough cloth and it bent its head to his neck, meaning to rip out his throat with one savage bite. In the second this took, Kironus didn't waver in his spell and as the creature brought its head back to bite, the power of Mitra flooded through Kironus and blasted the creature back, smacking it into the rough rock of the hillside where it lay, broken.

Cautiously Kironus examined it. In death, it was easier to see that it had once been human. The features softened and the eyes no longer rolled like a maddened beast. On the forearm, under the fur, Kironus could even see the remains of a Cimmerian tattoo. He said a small prayer for this creature, and the others. He thought of Marrock, the way his eyes rolled in his head, the way the man had constantly sniffed the air, as if looking for something unknowingly. He would return to the camp and verify the man's tale. Kironus had no doubt that the Cimmerians would do what needed to be done.

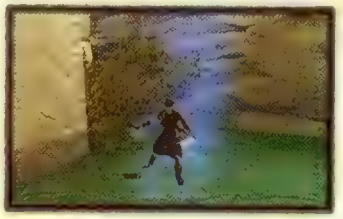
First though, he had made a promise to the dying man, and there were many more creatures on the hillside ahead. With a prayer to his god, Kironus drew his weapon and armored himself with the grace of Mitra. Though he hadn't encountered these cursed creatures before, vengeance was an idea with which he was familiar.

## Skills

Because you depend so heavily on your healing arts, raise your Renew Mana and Mana Attractor skills first, followed by Casting Concentration. If you plan to participate in PvP, don't neglect your Perception skill. As a Priest, you are often considered a good target, and this skill gives you a bit of an edge on anyone trying to get the drop on you.

## Attributes

Your devotion to Mitra allows only Cloth and Light Armor. While this may make you more vulnerable to physical damage than classes with heavier armor options, you can mitigate the damage you take with your buff spells and heals. When choosing armor, look for pieces that give you Wisdom above all else. This increases your Mana pool as well as increasing your Magic Rating, so it really is the most important attribute for a Priest. Defense Rating is nice, but not as much of a concern with a Priest as it would be in a more melee-centric class. Constitution is a good secondary attribute as it increases your Life and Stamina.



## Soloing

The Priest of Mitra may lack the heavier armor of a Bear Shaman, but what they give up in defensive advantage, they gain in offensive spells. When soloing, always set your buffs before considering yourself ready to go. Spells like Shielding Litany go a long way in making up for your lighter armor. It takes a bit of practice to balance all your spells for the most effectiveness, but with that practice, the Priest of Mitra is a formidable class. Use healing spells to mitigate the damage you take before it becomes critical. You can also use protective spells, like Hand of Mitra, to completely negate damage for a time, giving you a slight breather that can make all the difference.

One of the strengths of a Priest of Mitra is powerful set of offensive spells. Your devotion to Mitra gives you access to awesome holy powers! Use your damaging spells against enemies but don't forget your debuff spells as well. By stunning, blinding, or fearing the target you can turn the tide of battle in your favor.

## Grouping

While in a team, the Priest of Mitra's primary function is that of a healer. Your cone heals and team heals make you ideally suited to keeping the team on its feet. If that fails you can always call upon Mitra to Reincarnate your fallen companions if the battle should go badly. In addition to healing, your powerful buffs go a long way toward helping the success of your team. In addition to the healing and supporting powers of Mitra, your powerful offensive spells can turn the tide of battle.

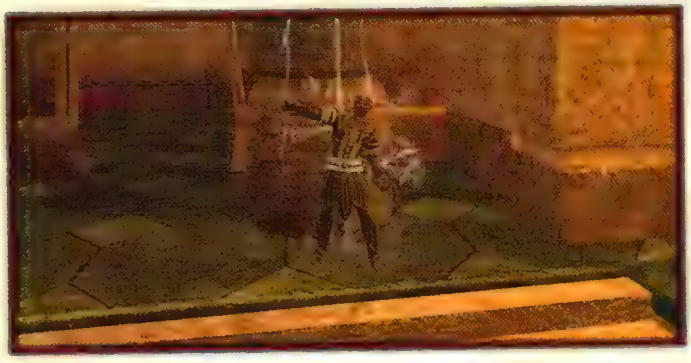
## PvP

In PvP, Priests are often seen as ideal targets. In Age of Conan this isn't because you are easy pickings—far from it. It is because you are dangerous and can wreak all kinds of havoc on the battlefield. A Priest of Mitra can not only keep his or her teammates up and fighting, but can toy with the enemy as well. Spells like Condemn, which stun the target, provide the precious seconds required to blast foes with the power of Mitra. Eye of Judgment can cause even the most battle hardened fighter to flee in terror, once again giving you the time to call on your god. Mitra is a powerful deity, and his Priests share in his might. Foes who see a Priest as an easy target often very swiftly learn otherwise.

# Tempest of Set

Followers of the Stygian snake god, Set, follow many paths to show their devotion. Tempests of Set are a sect of priests sworn to this ancient god. Set grants these priests an array of awesome destructive powers and they are known for the ruin they leave in their wake. Like their holy brethren, the Bear Shaman and the Priest of Mitra, Tempests also possess the power to heal and to bring the dead back to life. However, unlike other priests, they are only interested in doing this when it suits their needs.

Because this calling requires a devotion to Set, only Stygians can pursue this path of knowledge. Tempests can wear Cloth Armor, Light Armor and can use Shields to protect themselves outside the dark temples of their god. They can also wield a variety of weapons: One-Handed Blunt, One-Handed Edged, Polearms, Daggers, Bows, Crossbows, and Thrown weapons. The priests have received only the minimal training in each of these, and master none.



Instead of relying on their paltry weapon skills, a Tempest of Set instead calls upon the awesome power granted to them by their god. As a Tempest you have powerful buffs that affect both you and your team, as well as terrifying damage spells.

## Spells

With little melee power, the Tempest of Set relies wholly on his or her considerable arsenal of spells. Strike down your foes with Set's lightning! Root them to the ground so they can't flee your holy wrath and increase your allies health, damage output, and resistances, among other things. Your wide range of spells gives you the versatility to meet any situation.

### Call Lightning

All enemies around you in a large radius have a chance of being hit for electrical damage. You are left charged with additional electrical magic damage for a short period of time.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 60 | 430 | 3.5 seconds | +263.4 Electrical Damage |
| 2 | 75 | 501 | 3.5 seconds | +317 Electrical Damage |

### Charged Blast

You summon the power of your foul god, blasting the target with instant electrical damage and splashing those nearby with lesser shocks.

| Rank | Level | Mana | Casting Time | Recast | Effect |
|---|---|---|---|---|---|
| 1 | 10 | 116 | 1 second | 7 seconds | 260-606 electrical damage |

### Cobra Stare

Your momentary but mesmerizing look stuns the target, preventing them from moving or acting coherently for a short period of time.

| Rank | Level | Mana | Casting Time | Duration | Recast |
|---|---|---|---|---|---|
| 1 | 13 | 223 | 0.5 seconds | 5 seconds | 45 seconds |

### Curse of Set

This insidious blasphemy curses nearby enemies so that anyone attacking them has a chance of receiving an electrical damage bonus on their attacks. This is a favorite battlefield prayer.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 55 | 320 | 3 seconds | -3% Electrical Invulnerability |
| 2 | 70 | 415 | 3 seconds | -5% Electrical Invulnerability |

### Damnation of Set

You and your allies gain the protection of dark Set, increasing your resistance to holy damage.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 35 | 173 | 3 seconds | 1 hour | +2% Holy Invulnerability |
| 2 | 50 | 234 | 3 seconds | 1 hour | +4% Holy Invulnerability |
| 3 | 65 | 306 | 3 seconds | 1 hour | +6% Holy Invulnerability |
| 4 | 80 | 381 | 3 seconds | 1 hour | +8% Holy Invulnerability |

### Degradation of Set

Victims of Lightning Strike, Call Lightning and Storm Field are additionally made more susceptible to electrical damage. A small amount of mana is continuously sacrificed while this invocation is in effect.

| Rank | Level | Mana | Casting Time | Duration | Effect Over Time |
|---|---|---|---|---|---|
| 1 | 15 | 75 | 3 seconds | 1 hour | Removes 8 points of Mana every 6 seconds |
| 2 | 30 | 150 | 3 seconds | 1 hour | Removes 17 points of Mana every 6 seconds |
| 3 | 45 | 215 | 3 seconds | 1 hour | Removes 24 points of Mana every 6 seconds |
| 4 | 60 | 280 | 3 seconds | 1 hour | Removes 31 points of Mana every 6 seconds |
| 5 | 75 | 355 | 3 seconds | 1 hour | Removes 39 points of Mana every 6 seconds |

### Eye of the Storm

The power of the desert cyclone is yours to command, greatly increasing your defense rating, making you immune to knock-backs but restricting your movement. Empowers Lightning Strike, Call Lightning and Storm Field. Enemies attacking you risk being knocked back. Eye of the Storm requires 1.5 seconds to cast, lasts 20 seconds, and has a cooldown of 15 minutes.

| Rank | Level | Mana | Effect |
|---|---|---|---|
| 1 | 80 | 570 | +150% DC Percent Range Modifier, +80% Hinder Movement, +200 Knockback resistance, +126.6 Electrical Damage |

## Faith in Set

This prayer to Set is rewarded with a powerful mana renewing effect. This prayer does not cost any mana.

| Rank | Level | Mana | Casting Time | Duration | Effect Over Time |
|---|---|---|---|---|---|
| 1 | 17 | 0 | 3 seconds | 10 seconds | Renews 101 points of Mana every 1 second |
| 2 | 35 | 0 | 3 seconds | 10 seconds | Renews 156 points of Mana every 1 second |
| 3 | 55 | 0 | 3 seconds | 10 seconds | Renews 232 points of Mana every 1 second |
| 4 | 75 | 0 | 3 seconds | 10 seconds | Renews 266 points of Mana every 1 second |

## Glorification of Set

You and your allies gain a measure of diabolic power, increasing your resistance to holy, fire, unholy, electrical and cold damage.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 65 | 306 | 3 seconds | 1 hour | +2% Cold, Fire, Electrical, Holy, and Unholy Invulnerability |
| 2 | 80 | 381 | 3 seconds | 1 hour | +4% Cold, Fire, Electrical, Holy, and Unholy Invulnerability |

## Healing Lotus

Places a moderate healing effect on you and your companions, using the essence of the golden lotus plant.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 5 | 9 | 2 seconds | 17 seconds | Heals 4 every 1 second |
| 2 | 20 | 19 | 2 seconds | 17 seconds | Heals 27 every 1 second |
| 3 | 35 | 28 | 2 seconds | 17 seconds | Heals 43 every 1 second |
| 4 | 50 | 37 | 2 seconds | 17 seconds | Heals 57 every 1 second |
| 5 | 65 | 46 | 2 seconds | 17 seconds | Heals 62 every 1 second |
| 6 | 80 | 53 | 2 seconds | 17 seconds | Heals 64 every 1 second |

## Life of Set

This invocation to Set places a strong healing effect on allies standing in a cone area in front of you, it also places a moderate healing effect on you.

| Rank | Level | Mana | Casting Time | Effect | Effect Over Time |
|---|---|---|---|---|---|
| 1 | 10 | 35 | 0.5 seconds | Heal 36 | Heals 21 every 1 second |
| 2 | 25 | 67 | 0.5 seconds | Heal 79 | Heals 45 every 1 second |
| 3 | 40 | 93 | 0.5 seconds | Heal 125 | Heals 70 every 1 second |
| 4 | 55 | 121 | 0.5 seconds | Heal 166 | Heals 89 every 1 second |
| 5 | 70 | 143 | 0.5 seconds | Heal 180 | Heals 93 every 1 second |
| 6 | 80 | 159 | 0.5 seconds | Heal 192 | Heals 96 every 1 second |

## Lightning Strike

You can call down bolts of lightning even from clear skies, dealing instant electrical damage to enemies in the area.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 1 | 52 | 3 seconds | 75-175 Electrical damage |
| 2 | 10 | 83 | 3 seconds | 13-240 Electrical damage |
| 3 | 20 | 163 | 3 seconds | 201-468 Electrical damage |
| 4 | 35 | 236 | 3 seconds | 274-638 Electrical damage |
| 5 | 50 | 312 | 3 seconds | 402-938 Electrical damage |
| 6 | 65 | 398 | 3 seconds | 500-1166 Electrical damage |
| 7 | 80 | 445 | 3 seconds | 541-1262 Electrical damage |

## Mark of Set

Increases the maximum health of your team.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 2 | 5 | 4 seconds | 1 hour | +137.2 Max Health |
| 2 | 30 | 155 | 4 seconds | 1 hour | +337.3 Max Health |
| 3 | 45 | 220 | 4 seconds | 1 hour | + 619.2 Max Health |
| 4 | 60 | 285 | 4 seconds | 1 hour | +875.7 Max Health |
| 5 | 75 | 360 | 4 seconds | 1 hour | +1087.4 Max Health |

## Overcharge

Greatly increases the damage of your next Lightning Strike or Call Lightning spell, but lowers your electrical magic damage for a period afterwards. If Storm Field is cast Overcharge dissipates.

| Rank | Level | Mana | Casting Time | Duration |
|---|---|---|---|---|
| 1 | 45 | 105 | 1 second | 20 seconds |
| 2 | 60 | 140 | 1 second | 20 seconds |
| 3 | 75 | 180 | 1 second | 20 seconds |

## Quicksand

Enemies in the area of effect become unable to move, although this does not hinder their combat abilities.

| Rank | Level | Mana | Casting Time | Duration |
|---|---|---|---|---|
| 1 | 5 | 32 | 1.5 seconds | 5 seconds |
| 2 | 20 | 102 | 1.5 seconds | 6 seconds |
| 3 | 35 | 175 | 1.5 seconds | 7 seconds |
| 4 | 50 | 215 | 1.5 seconds | 8 seconds |
| 5 | 65 | 281 | 1.5 seconds | 9 seconds |
| 6 | 80 | 349 | 1.5 seconds | 10 seconds |

## Set's Armor

This prayer improves your defense rating by calling upon Set's mighty strength.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 7 | 35 | 3 seconds | 1 hour | +7.8 Defense Rating |
| 2 | 25 | 70 | 3 seconds | 1 hour | +12 Defense Rating |
| 3 | 45 | 110 | 3 seconds | 1 hour | +25.5 Defense Rating |
| 4 | 65 | 150 | 3 seconds | 1 hour | +32 Defense Rating |

## Spark of Life

This powerful prayer brings a single target back to life, although it only partially restores health and mana. Higher rank versions restore more health and mana. Cannot be used in combat.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 15 | 290 | 7 seconds | Resurrects with 10% health |
| 2 | 25 | 290 | 7 seconds | Resurrects with 20% health |
| 3 | 50 | 520 | 7 seconds | Resurrects with 30% health |
| 4 | 75 | 785 | 7 seconds | Resurrects with 40% health |

## Storm Field

You pulse electricity through the air around you damaging nearby enemies. While in effect Lightning Strike cannot be cast.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 30 | 305 | 3 seconds | 14 seconds | 171-231 points of Electrical damage |
| 2 | 45 | 430 | 3 seconds | 14 seconds | 239-323 points of Electrical damage |
| 3 | 60 | 565 | 3 seconds | 14 seconds | 321-433 points of Electrical damage |
| 4 | 75 | 715 | 3 seconds | 14 seconds | 360-487 points of Electrical damage |

## Storm Nimbus

You empower your melee and ranged attacks, and those of your team, with bonus electrical damage by tapping the primeval fury of the ancient serpent god.

| Rank | Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|---|
| 1 | 35 | 176 | 4 seconds | 4 hours | +1.5 Electrical damage |
| 2 | 55 | 260 | 4 seconds | 4 hours | +2.5 Electrical damage |
| 3 | 75 | 360 | 4 seconds | 4 hours | +2.7 Electrical damage |

## Vitalizing Jolt

A bolt of life instantly heals you and nearby allies. Anyone healed by this prayer cannot be affected by another vitalizing jolt for a short time.

| Rank | Level | Mana | Casting Time | Effect |
|---|---|---|---|---|
| 1 | 15 | 67 | 1.5 seconds | Heals 400-519 |
| 2 | 30 | 107 | 1.5 seconds | Heals 588-763 |
| 3 | 45 | 142 | 1.5 seconds | Heals 919-1193 |
| 4 | 60 | 184 | 1.5 seconds | Heals 1181-1533 |
| 5 | 75 | 219 | 1.5 seconds | Heals 1284-1667 |

## Growing Storm — Ranks: 5

When you use Lightning Strike, Charge Blast, and Storm Field, the mana cost for casting Life of Set is reduced. This effect can be applied up to four times.

Requires 5 Points in the Thunder Feat Tree

## Spell – Storm Crown — Ranks: 3

Surrounds you with a nimbus of electricity that shocks nearby enemies. Adding ranks increases the number of enemies affected.

| Min. Level | Mana | Casting Time | Duration | Recast |
|---|---|---|---|---|
| 15 | 233 | Instant | 31 seconds | 30 seconds |

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 10% |
| 3 | Increase damage by 25% |

## Feats

The Thunder Tree not only increases your powers, but has many feats that aid your allies as well, making you almost indispensable to them. In contrast, the Lightning tree focuses on increasing your damage dealing potential.

### Thunder

The Thunder Feat Tree has many options that not only help you, but are valuable in playing with a team as well. You can silence enemies, convert damage you take into healing, increase the damage you and your team deal out to your foes. Some feats raise your invulnerability ratings. If you spend enough points, you gain the ability to summon a nebulous spirit from Stygia's most ancient city to blast your enemies with lightning storms!

## Piercing Storm Crown Ranks: 3

Increases the critical blast chance of the Storm Crown invocation.

| Rank | Modifications |
|---|---|
| 1 | +25% Spell Critical Modifier, +10% Spell Critical |
| 2 | +50% Spell Critical Modifier, +20% Spell Critical |
| 3 | +75% Spell Critical Modifier, +30% Spell Critical |

## Storm Throne Ranks: 3

Increases the damage done and number of targets affected by your Storm Crown and restores mana when it strikes. Also adds weaker secondary Storm Crowns to all team members.

| Rank | Modifications |
|---|---|
| 1 | Increases damage or healing by 25% |
| 2 | Increases damage or healing by 15%, Increases damage or healing by 50% |
| 3 | Increases damage or healing by 35%, Increases damage or healing by 100% |

## Power of the Serpent Ring Ranks: 3

Grants you an invocation which makes you incredibly resistant to magical damage for a short period of time. Additional ranks increase the resistance granted by the effect.

| Min. Level | Mana | Casting Time | Duration | Recast |
|---|---|---|---|---|
| 15 | 210 | 0.5 seconds | 3 seconds | Recast 60 seconds |

| Rank | Modifications |
|---|---|
| 1 | +0.3% Immunity, +0.3% Max Immunity |
| 2 | +0.7% Immunity, +0.7% Max Immunity |
| 3 | +1% Immunity, +1% Max Immunity |

Requires 10 Points in the Thunder Feat Tree

## Empowered Cobra Stare Ranks: 3

Increases the potency of the Cobra Stare spell, decreasing the chance damaging the victim breaks the effect.

| Rank | Modifications |
|---|---|
| 1 | Modify Chance of Break on Spell Attack by -0.33% |
| 2 | Modify Chance of Break on Spell Attack by 0.66% |
| 3 | Modify Chance of Break on Spell Attack by -1% |

## Storm Regalia Ranks: 3

Increases the electrical damage done by all team members and grants their attacks a chance of restoring the team's mana and inflicting electrical damage. This feat also increases the damage done and number of targets affected by your Storm Crown.

| Rank | Modifications |
|---|---|
| 1 | Increase Storm Throne damage or healing by 20%, Increases Storm Crown damage of healing by 25% |
| 2 | Increase Storm Throne damage or healing by 40%, Increases Storm Crown damage of healing by 50% |
| 3 | Increase Storm Throne damage or healing by 80%, Increases Storm Crown damage of healing by 100% |

## Wrath of the Serpent Ring Ranks: 5

Augments the Power of the Serpent Ring invocation, increasing your damage for a short period of time after being cast. Additional ranks increase the power of this effect.

Requires 15 Points in the Thunder Feat Tree

## Static Blood Ranks: 5

Increases your electrical invulnerability rating and inflicts damage on anyone attacking you.

| Rank | Modifications |
|---|---|
| 1 | +2% Electrical Invulnerability, +4.6 Melee Shield, +3.5 Ranged Shield, +3.5 Magic Shield |
| 2 | +4% Electrical Invulnerability, +9.3 Melee Shield, +6.9 Ranged Shield, +6.9 Magic Shield |
| 3 | +6% Electrical Invulnerability, +13.9 Melee Shield, +10.4 Ranged Shield, +10.4 Magic Shield |
| 4 | +8% Electrical Invulnerability, +18.5 Melee Shield, +13.9 Ranged Shield, +13.9 Magic Shield |
| 5 | +10% Electrical Invulnerability, +18.5 Melee Shield, +13.9 Ranged Shield, +13.9 Magic Shield |

## Spell - Idol of Set Ranks: 3

Summons a stone idol that pulses lightning at a single nearby target. It also restores mana to nearby priests and mages. Additional ranks increase the damage inflicted by the idol.

| Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|
| 25 | 233 | 2.5 seconds | 60 seconds |

## Idol of Set's Power Ranks: 2

Improves the Idol of Set as those healed are also empowered so their attacks have a chance to inflict additional electrical damage. Any active Storm Field spells are triggered by an Idol of Set's Power, damaging nearby enemies.

## Requires 20 Points in the Thunder Feat Tree

### Set's Life Spark — Ranks: 1

If you die while Set's Life Spark is running you are automatically brought back to life after a short period of time so you can continue Set's work.

| Min. Level | Mana | Casting Time | Duration |
|---|---|---|---|
| 30 | 150 | 3 seconds | 30 minutes |

### Empowered Life of Set — Ranks: 1

Augments the Life of Set healing spell by basting all of the recipients nearby enemies with electricity and empowering their next successful Lightning Strike or melee attack with additional electrical damage.

### Symbiotic Idol of Set — Ranks: 5

Augments the Idol of Set, granting you increased lightning damage for each friendly target affected by the Idol.

## Requires 25 Points in the Thunder Feat Tree

### Divide and Conquer — Ranks: 1

You align your companions to either Law or Chaos. Team-mates with matching alignments in close proximity inflict more damage, rewarding those who band together in battle.

| Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|
| 40 | 280 | 1.5 seconds | 5 minutes |

### Shock and Awe — Ranks: 5

Augments the Divide and Conquer, causing hostile targets attacked by those affected to become weakened to the opposite polarity. When attacked by the opposite polarity after being afflicted with the effect, the target takes additional damage and becomes weakened to lightning damage.

### Spell - Thundering Command — Ranks: 1

Using the authority of mighty Set, you compel your foes to complete silence for a short time and prevent spells from being cast.

| Min. Level | Mana | Casting Time | Duration | Recast |
|---|---|---|---|---|
| 40 | 257 | instant | 3 seconds | 30 seconds |

### Spell - Lightning Cast — Ranks: 3

Grants you an ability to cast your next Lighting Strike or Healing Lotus spell instantaneously, but slightly increases the spell's reuse time.

| Min. Level | Mana | Casting Time | Duration | Recast |
|---|---|---|---|---|
| 40 | 116 | instant | 60 seconds | 120 seconds |

### Idol of Set's Supremacy — Ranks: 1

Improves Idol of Set by cursing enemies damaged by the idol to also suffer additional damage from the attacks of your allies.

## Requires 30 Points in the Thunder Feat Tree

### Improved Overcharge — Ranks: 5

Reduces the amount of time the Overcharge spell leaves your electrical attacks weakened for.

| Rank | Modifications |
|---|---|
| 1 | -2 Duration |
| 2 | -4 Duration |
| 3 | -6 Duration |
| 4 | -8 Duration |
| 5 | -10 Duration |

### Spell - Storm Blood — Ranks: 1

For a short time, electrical damage inflicted on you is converted to healing.

| Min. Level | Mana | Casting Time | Duration | Recast |
|---|---|---|---|---|
| 50 | 350 | 0.5 seconds | 10 seconds | 10 Minutes |

### Spell - Vital Shock — Ranks: 5

This spell inflicts electrical damage on the target and restores the health, mana, and stamina of nearby friendly targets.

| Min. Level | Mana | Casting Time | Recast | Effect |
|---|---|---|---|---|
| 50 | 233 | 1.5 seconds | 60 seconds | 334-779 points of Electrical damage |

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | +100% Increase to damage |
| 3 | +200% Increase to damage |
| 4 | +300% Increase to damage |
| 5 | +400% Increase to damage |

## Requires 35 Points in the Thunder Feat Tree

### Improved Call Lightning Ranks: 5

Increases the frequency of targets being struck by the Call Lightning Spell.

### Staggering Voice Ranks: 1

Improves Thundering Command, causing the target to be staggered by the authority of Set and unable to move for a short time.

### Triumphant Life of Set Ranks: 5

Casting Life of Set heals the target and inflicts electrical damage on any enemies nearby.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | +15% to damage or healing |
| 3 | +30% to damage or healing |
| 4 | +45% to damage or healing |
| 5 | +60% to damage or healing |

## Requires 40 Points in the Thunder Feat Tree

### Spell - Summon Aura of Nebthu Ranks: 1

This conjuration summons a nebulous aura from Stygia's most ancient city, capable of blasting nearby enemies with lightning storms.

| Min. Level | Mana | Casting Time | Duration | Recast |
|---|---|---|---|---|
| 70 | 233 | 2.5 seconds | 21 seconds | 120 seconds |

### Spell - Serpent Transmutation Ranks: 1

This prayer enables you to absorb most forms of damage so you are healed instead of injured. This special ability takes a moderate amount of time to refresh.

| Min. Level | Mana | Casting Time | Duration | Recast | Effect |
|---|---|---|---|---|---|
| 70 | 280 | 0.5 seconds | 7 seconds | 15 minutes | +160% to all Invulnerabilities |

# Lightning

The Lightning feat Tree centers around increasing the power of your damage spells. Also included are feats that help you conserve your mana, return mana to your teammates, and confuse your foes. You can even harness the power of the desert storms to use against anyone foolish enough to stand in your way.

### Arcing Charged Blast Ranks: 5

Augments the Charged Blast invocation, causing it to splash additional nearby enemies with jolts of electricity.

| Rank | Modifications |
|---|---|
| 1 | Modify Splash Damage by 5% |
| 2 | Modify Splash Damage by 10%, +1 Splash Damage max targets |
| 3 | Modify Splash Damage by 15%, +2 Splash Damage max targets |
| 4 | Modify Splash Damage by 20%, +3 Splash Damage max targets |
| 5 | Modify Splash Damage by 25%, +4 Splash Damage max targets |

## Requires 5 Points in the Lightning Feat Tree

### Improved Lightning Strike Ranks: 5

Augments the Lightning Strike spell by increasing the damage it inflicts.

## Grounding Charge — Ranks: 5

Improves the Charged Blast spell by adding a chance of rooting the victim to the ground for a short time.

| Rank | Modifications |
|---|---|
| 1 | 15% chance of Grounding Charge on target |
| 2 | 20% chance of Grounding Charge on target |
| 3 | 25% chance of Grounding Charge on target |
| 4 | 33% chance of Grounding Charge on target |
| 5 | 50% chance of Grounding Charge on target |

## Spell - Rousing Shock — Ranks: 1

Grants you a quick casting spell that removes all stun effects from all team members.

| Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|
| 15 | 187 | instant | 60 seconds |

## Requires 10 Points in the Lightning Feat Tree

## Pillar Lightning — Ranks: 3

Increases the area of effect of the Lightning Strike Evocation.

## Faithful of Set — Ranks: 3

Casting Lightning Strike, Charged Blast, and Storm Field increases the strength of the next Life of Set spell. This effect can be applied five times. Additional ranks increase the power of the effect.

## Static Charge — Ranks: 5

Increases the damage done by your electrical attacks.

| Rank | Modifications |
|---|---|
| 1 | +12.4 Electrical Damage |
| 2 | +24.7 Electrical Damage |
| 3 | +37 Electrical Damage |
| 4 | +49.4 Electrical Damage |
| 5 | +61.8 Electrical Damage |

## Requires 15 Points in the Lightning Feat Tree

## Brutal Lightning Strike — Ranks: 5

Increases the chance of Lightning Strike causing critical damage.

| Rank | Modifications |
|---|---|
| 1 | +2% Spell Critical Chance |
| 2 | +4% Spell Critical Chance |
| 3 | +6% Spell Critical Chance |
| 4 | +8% Spell Critical Chance |
| 5 | +10% Spell Critical Chance |

## Spell - Inner Charge — Ranks: 1

Grants you an ability which ensures your next Lightning Strike inflicts critical damage.

| Min. Level | Mana | Casting Time | Duration | Recast |
|---|---|---|---|---|
| 25 | 233 | instant | 60 seconds | 1 second |

## Ether Absorption — Ranks: 5

Increases the amount of mana recovered by your magical attacks.

| Rank | Modifications |
|---|---|
| 1 | +150% Magic Mana Tap |
| 2 | +300% Magic Mana Tap |
| 3 | +450% Magic Mana Tap |
| 4 | +600% Magic Mana Tap |
| 5 | +900% Magic Mana Tap |

## Spell - Blood Mana — Ranks: 1

This quick casting invocation increases your ability to convert magical damage inflicted into mana points for yourself.

| Min. Level | Mana | Casting Time | Duration | Recast |
|---|---|---|---|---|
| 25 | 116 | 0.5 seconds | 15 seconds | 90 seconds |

## Coalesce Ether — Ranks: 3

You and your teammates gain a proportion of the magical damage they inflict back as mana. All physical attacks by the tempest's teammates have a chance of giving mana back to the Tempest.

| Rank | Modifications |
|---|---|
| 1 | +100% Magic Mana Tap |
| 2 | +200% Magic Mana Tap |
| 3 | +400% Magic Mana Tap |

## Requires 20 Points in the Lightning Feat Tree

### Spell – Elemental Fury Ranks: 1

This quick casting invocation blasts the area around you with an electrical storm.

| Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|
| 30 | 267 | instant | 45 seconds |

### Spell - The Building Storm Ranks: 1

Grants a channeled spell that improves the damage done by the target's attacks. If used on a caster, damage increases and you regenerate mana. For a short time after the channeling you gain increased life regeneration and most spells can be cast at no mana cost.

| Min. Level | Mana | Casting Time | Recast | Channeling |
|---|---|---|---|---|
| 30 | 233 | Every 3 seconds for 9 seconds | 60 seconds | +10% Magic Damage and Damage Multiplier, Heal 66-122 |

## Requires 25 Points in the Lightning Feat Tree

### Fury of the Storm Ranks: 5

Increases the critical damage done by the Lightning Strike invocation.

| Rank | Modifications |
|---|---|
| 1 | +10% Spell Critical Modifier |
| 2 | +20% Spell Critical Modifier |
| 3 | +30% Spell Critical Modifier |
| 4 | +40% Spell Critical Modifier |
| 5 | +60% Spell Critical Modifier |

### Spell - Column Lightning Ranks: 1

Calls down a titanic pillar of lightning on the target that forks and strikes other nearby targets with similar area effect electrical damage.

| Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|
| 40 | 467 | 3 seconds | 60 seconds |

### Lightning Arc Ranks: 4

Augments the Column Lightning invocation, causing targets hit to pulse additional lingering electrical damage after being struck.

### Set's Storm Ranks: 2

Reduces the reuse and casting time of the Storm Field Spell.

| Rank | Modifications |
|---|---|
| 1 | Decrease casting time by 0.5 seconds, modify recast time by -2 seconds |
| 2 | Decrease casting time by 1.5 seconds, modify recast time by -5 seconds |

### Set's Brutality Ranks: 3

The awesome might of the snake god is brought to bear by you, increasing the chances of Storm Field inflicting critical damage.

| Rank | Modifications |
|---|---|
| 1 | +2% Spell Critical Chance |
| 2 | +4% Spell Critical Chance |
| 3 | +6% Spell Critical Chance |

## Requires 30 Points in the Lightning Feat Tree

### Spell – Cyclone of Set Ranks: 5

Summons an elemental cyclone that shocks nearby enemies with electrical damage. Additional ranks increase the damage inflicted by the cyclone.

| Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|
| 50 | 116 | 1.5 seconds | 1.5 seconds |

### Titanic Storm Ranks: 2

Increases the area of effect of the Storm Field Spell.

### Visions of Hatred Ranks: 5

Grants an invocation that when channeled on a target causes them to be distracted and overcome by false visions of Set.

| Min. Level | Mana | Channeling Time | Recast |
|---|---|---|---|
| 50 | 420 | Every 1 second for 2.5 seconds | 5 minutes |

## Requires 35 Points in the Lightning Feat Tree

### Cyclonic Storms of Set Ranks: 5

This improves the Cyclone of Set spell by allowing you to summon a second elemental cyclone. Additional ranks increase the damage inflicted by the second cyclone.

### Spell - Brain Spasms Ranks: 5

Grants a spell that when active has a significant chance of immediately eliminating stun, charm, or fear effects. More feat points invested increase the chance of recovering.

| Min. Level | Mana | Casting Time | Recast |
|---|---|---|---|
| 60 | 116 | instant | 1 second |

## Requires 40 Points in the Lightning Feat Tree

### Storms of Set — Ranks: 1

This improves the Cyclone of Set spell by summoning a third desert cyclone.

### Spell – Puppet of Set — Ranks: 1

Enemies caught in the area become disoriented and confused and likely begin attacking each other.

| Min. Level | Mana | Casting Time | Duration | Recast |
|---|---|---|---|---|
| 70 | 564 | 2.5 seconds | 10 seconds | 120 seconds |

# The Tempest of Set

Vynera debarked from the ship, if such a meager craft could be said to lay claim to that designation, and looked around at the tiny village of Bubshur. She could see at a glance that it was just as she suspected: dusty, dirty, and filled with uneducated commoners, many of which probably didn't think about much more than how to obtain their next meal. She would have much preferred to remain in the temple in Khemi where her studies consumed all her time. She had not traveled in years and did not miss it.

Weeks ago rumors had reached Khemi of a new Oracle of Derketo who had set up shop near the Great Pyramid in Khopshef. The temple did not usually concern itself with the backwards religions of the provinces, so long as Set was placed before all others. This seemed different though, and when Tetkafri requested someone look into the issue, her superiors had sent her. Despite her own preferences, Vynera quickly arranged transport. She had been in the temple long enough to know what happened to insubordinate priests, even of her rank.

Captain Menes, the military man in charge of the area, had been informed of her needs before she arrived and met her at the dock. He had a swift steed and a small group of guardsmen assembled. She accepted the horse but left the guardsmen. Set gave her all the protection she needed.

The Pyramid dominated the desert landscape, making a guide unnecessary. When she neared the place, she skirted around the Oracle and his large group of followers to the Pyramid itself, meaning to investigate on her own. As she climbed the stairs, two men ran at her without warning. The first, no doubt seeing only an old woman, clutched at her arm, meaning to pull her close. With a well practiced move, she drew her dagger, and sliced the man's hand, partially severing the thumb. He howled and jumped back just as the other reached her. More cautious than the first, this one drew his short sword.

Channeling the authority of Set through her voice, she quickly stunned the men, giving her the moment she needed to prepare her next spell. Though it had been a long time since she had to do battle, her training quickly reasserted itself. She struck at them with lesser fingers of lightning, binding them to the ground where they stood.

She raised her hands, and felt Set's power race through her as lightning leapt from her hands, catching both men flat on their chests. The electricity jumped back and forth between her would-be attackers as they convulsed on the ground, their lives the price for their stupidity.

Vynera expected to see more followers of this false god running up to meet her, but it seemed the short battle had gone unnoticed by the throng vying for the Oracle's attention. Past the bodies of the men, Vynera discovered another corpse, this one dressed as a follower of Derketo, dead some time. There was something suspicious about the whole situation.

She had been sent to investigate, and it seemed that she would find no answers out here. She doubted she would learn much from the throng below, which left her only one option. Though the two pyramid guards she faced had been little challenge, the Pyramid might be a different story. The Tempest of Set readied what spells she could, unslung the small shield from her back, and prepared to enter the Pyramid.

## Skills

Distribute your skill points in such a way as to give you the most advantage while casting. Because you depend so heavily on your healing arts, raise your Renew Mana and Mana Attractor skills first, followed by Casting Concentration. If you plan to participate in PvP, don't neglect your Perception skill. As a Priest, you are often considered a good target, and this skill gives you a bit of an edge on anyone trying to get the drop on you.

## Attributes

When choosing armor pieces and weapons, look for those pieces that augment your Wisdom above all else. Wisdom increases your mana pool as well as your Magic Rating, which makes your spells that much more effective. Also look for pieces that increase your Constitution which raises your overall health and stamina. A higher Defense rating is nice, but not to the exclusion of raising other important attributes, like Wisdom. Remember than your weapons aren't your main way to damage foes, so look for weapons that raise your attributes rather than up your melee DPS.

## Soloing

Though Tempests of Set aren't the destructive powerhouse a member of the Mage archetype might be, the ability to heal, coupled with the good solid damage they can do makes Tempests of Set a solid soloing class. You rely heavily on your magic arts to protect you from damage in lieu of heavier armor. If you plan to solo a great deal, take a look at feats that can help you manage your mana. Many of the feats in the General Priest's Feat Tree can help with this. You want the ability to use your most devastating spells without the downtime caused by the lack of mana. Also, because you are dependent on your mana, running out in the middle of a fight can be disastrous. Carry mana potions on you at all times. They can really save the day during tough, or unexpected, battles.

## Grouping

The role of the Tempest of Set in a group is primarily that of a healer. Hyboria is a brutal world and healers must do more than just stand around waiting to toss a heal at someone. This class has many, many abilities that help their team, beyond the healing they do. Keep your buffs running, especially those that affect your team like Mark of Set. By stunning and rooting enemies you can help control how your team tackles foes.

Healing may be your primary role, but your damage should never be discounted. Spells like Lightning Strike and Call Lightning strike your enemies with Set's displeasure! Some of your damage spells also make your foes more susceptible to electrical damage, making your next spell even more of a blow and some even grant your teammates the ability to do extra electrical damage during the battle.

## PvP

In addition to the awesome damage at your fingertips, spells like Cobra stare and Grounding Charge are great for crowd control. Many feat choices augment your spells so that they are effective against more targets. Casting Storm Field or Curse of Set in a group of foes is devastating! Add in the ability to keep yourself, and any teammates, healed and the Tempest of Set is a serious threat in PvP.

Because you are lightly armored, always have your buffs up and use consumables to augment your health, life, or mana. When you are the aggressor, choose your targets carefully. Pick single targets whenever possible and use your rooting and stunning abilities to give yourself time to get off more powerful spells.

# ROGUE

Of the four archetypes, Rogue is the only one that relies exclusively on its melee abilities in combat, without any magical skills as back-up. As a Rogue, you become the master of your weapons, making them an extension of your body. This is true whether you are a stealthy Assassin, lurking in the shadows for the perfect opportunity to strike, a powerful Barbarian, relentlessly striking at your foes, or a careful Ranger, stalking your prey before killing them at a distance with a well-timed bow shot.

Training points in the Rogue General Feat Tree is beneficial to any of the three classes stemming from this archetype. These feats improve your Stamina use and regeneration, lower your threat, increase your resistance ratings, and many of these feats offer benefits to your whole team as well. While it is tempting to spend all your feat points in the specialized class trees, don't discount the advantages of the Rogue feat tree in strengthening your character.

## Feats

### Excellent Balance — Ranks: 5

Grants you an ability which makes you immune to being knocked back in combat. Additional feat points increase the duration of the immunity and shorten the refresh time.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Modify Duration by 1.0 |
| 3 | Modify Duration by 2.0 |
| 4 | Modify Duration by 3.0 |
| 5 | Modify Duration by 5.0 |

Requires 5 Points in the General Feat Tree

### Natural Protection — Ranks: 5

Increases your elemental resistance ratings.

| Rank | Modifications |
|---|---|
| 1 | +1.0% Cold Invulnerability, +1.0% Fire Invulnerability, +1.0% Electrical Invulnerability, +1.0% Holy Invulnerability, +1.0% Unholy Invulnerability |
| 2 | +2.0% Cold Invulnerability, +2.0% Fire Invulnerability, +2.0% Electrical Invulnerability, +2.0% Holy Invulnerability, +2.0% Unholy Invulnerability |
| 3 | +3.0% Cold Invulnerability, +3.0% Fire Invulnerability, +3.0% Electrical Invulnerability, +3.0% Holy Invulnerability, +3.0% Unholy Invulnerability |
| 4 | +4.0% Cold Invulnerability, +4.0% Fire Invulnerability, +4.0% Electrical Invulnerability, +4.0% Holy Invulnerability, +4.0% Unholy Invulnerability |
| 5 | +5.0% Cold Invulnerability, +5.0% Fire Invulnerability, +5.0% Electrical Invulnerability, +5.0% Holy Invulnerability, +5.0% Unholy Invulnerability |

### Subtlety — Ranks: 3

Your strikes have less chance of attracting a foe's ire, making it less likely your foe will break off from another target to attack you.

| Rank | Modifications |
|---|---|
| 1 | -3% Hate Modifier |
| 2 | -5% Hate Modifier |
| 3 | -7% Hate Modifier |

### Second Wind — Ranks: 1

Grants a new special ability that gives a short duration but substantial stamina boost. Takes a moderate amount of time to refresh.

### Keen Senses — Ranks: 1

Substantially reduces the reuse time of the Search ability

### Toughness — Ranks: 5

Increases your physical resistance rating.

| Rank | Modifications |
|---|---|
| 1 | +1.0% Slashing Invulnerability, +1.0% Piercing Invulnerability, +1.0% Crushing Invulnerability, +1.0% Poison Invulnerability |
| 2 | +1.5% Slashing Invulnerability, +1.5% Piercing Invulnerability, +1.5% Crushing Invulnerability, +1.5% Poison Invulnerability |
| 3 | +2.0% Slashing Invulnerability, +2.0% Piercing Invulnerability, +2.0% Crushing Invulnerability, +2.0% Poison Invulnerability |
| 4 | +2.5% Slashing Invulnerability, +2.5% Piercing Invulnerability, +2.5% Crushing Invulnerability, +2.5% Poison Invulnerability |
| 5 | +3.5% Slashing Invulnerability, +3.5% Piercing Invulnerability, +3.5% Crushing Invulnerability, +3.5% Poison Invulnerability |

## Quick Recovery — Ranks: 1

You instantly recover stamina after being knocked back in melee.

### Requires 10 Points in the General Feat Tree

## Acrobat — Ranks: 3

Increases your evasion rating.

| Rank | Modifications |
|---|---|
| 1 | +1% Evade Chance |
| 2 | +2 % Evade Chance |
| 3 | +3 % Evade Chance |

## Endurance — Ranks: 5

Reduces the reuse time of your Second Wind ability.

## Escape Artist — Ranks: 3

Grants you an ability which gives you a substantial chance to escape snares that slow movement and root effects that prevent movement.

## Swift Shadows — Ranks: 3

Increases your movement rate when you are using stealth abilities.

| Rank | Modifications |
|---|---|
| 1 | +5 Sneaking movement bonus |
| 2 | +10 Sneaking movement bonus |
| 3 | +15 Sneaking movement bonus |

## Concealment — Ranks: 2

Slightly increases the stealth rating of your team.

### Requires 15 Points in the General Feat Tree

## Mountaineer — Ranks: 2

Improves your team's climbing ability and reduces any fall damage inflicted on yourself.

## Wiles — Ranks: 1

Grants a special ability that makes the target less likely to break off and attack you.

## Distraction — Ranks: 3

Reduces the hate generated by the blows of any teammates not in Defensive Stance, making it less likely for targets to break off and engage their attackers.

## Agile Mind — Ranks: 3

Grants a special ability which gives you a substantial chance to escape fear or charm.

## Ambush — Ranks: 1

If used against a minion it is instantly killed. When Hiding, you must briefly wait before attacking.

## Brutality — Ranks: 3

Grants you a special ability which increases the chance of your team performing fatalities.

### Requires 20 Points in the General Feat Tree

## Trickery — Ranks: 1

Grants you a special ability which confuses the target, resetting their target priorities.

## Cheat the Reaper — Ranks: 2

You have a slight chance of cheating death when killed, instantly restoring you. This ability takes a long time to refresh.

# ASSASSIN

Trained with the express purpose of dealing massive amounts of damage, Assassins are possibly the most subtle and deadly class in Hyboria. Perhaps wandering the myriad of winding passages among the great cities of Aquilonia and the dark secret tombs of Stygia has given the inhabitants a natural cunning adeptness lacking in the more forthright Cimmerians. Whatever the reason, only Aquilonians and Stygians can become Assassins.

This class relies on quick, silent attacks and is most dangerous when their foe is unaware of their presence. To this end, Assassins can only wear cloth or silk armor. While it is true that these armor types don't offer the same protection as heavier armor, they also provide no tell-tale creak of leather or clank of mail to give warning to the Assassin's targets.

Their quick attacks, ability to use the shadows to their advantage, and the additional abilities the Assassin gains through the two differing feat trees all make the Assassin a strong and versatile class. Because their skills are necessarily specialized, Assassins can only use daggers, which they can dual wield, and crossbows, which can be manually aimed.

## COMBOS

The Assassin has many different options when moving in for an attack, and knowing which one to use in each situation is part of mastering the class. Each time you learn a new combo, take the time to thoroughly test it out, even if at first it doesn't seem as powerful as what you have been using. You never know, a combo can quickly go from rarely used to an old standby with a little knowledge and practice.

### CUNNING STRIKE

This vicious attack intimidates the victim, making them less likely to break off from their current target to engage you. Effective when the victim is already distracted battling other foes.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 5 | 180 | 8 seconds |
| 2 | 7 | 221 | 9 seconds |
| 3 | 11 | 178 | 10 seconds |
| 4 | 13 | 216 | 11 seconds |
| 5 | 17 | 401 | 13 seconds |
| 6 | 19 | 409 | 14 seconds |

### GRIM CORRUPTION

A ritual attack that makes your foe more vulnerable to poison and unholy damage for a short period of time.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 7 | 249 | 20 seconds |
| 2 | 20 | 307 | 20 seconds |
| 3 | 52 | 399 | 20 seconds |
| 4 | 80 | 485 | 20 seconds |

### IMPEDE LIFE

An ancient nerve strike that disrupts the body's natural recovery, so victims recover their health more slowly for a brief time.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 60 | 216 | 60 seconds |

### LETHARGY

Your poison causes the victim to become light-headed and sluggish, as from black lotus pollen. This lowers the damage done by the victim's attacks.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 17 | 288 | 40 seconds |
| 2 | 36 | 382 | 40 seconds |

### SLOW DEATH STRIKE

With deft moves you inject venom into your foe, inflicting poison damage for a short time.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 10 | 247 | 15 seconds |
| 2 | 24 | 290 | 15 seconds |
| 3 | 40 | 368 | 15 seconds |
| 4 | 68 | 470 | 15 seconds |

## Swift Strikes

You use rapid, accurate blows instead of brutal strength to assault your enemy.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 5 | 139 | 10 seconds |
| 2 | 20 | 145 | 10 seconds |
| 3 | 28 | 120 | 10 seconds |
| 4 | 32 | 188 | 10 seconds |
| 5 | 44 | 192 | 10 seconds |
| 6 | 48 | 227 | 10 seconds |
| 7 | 56 | 278 | 10 seconds |
| 8 | 64 | 278 | 10 seconds |
| 9 | 72 | 395 | 10 seconds |
| 10 | 80 | 429 | 10 seconds |

## Vicious Strike

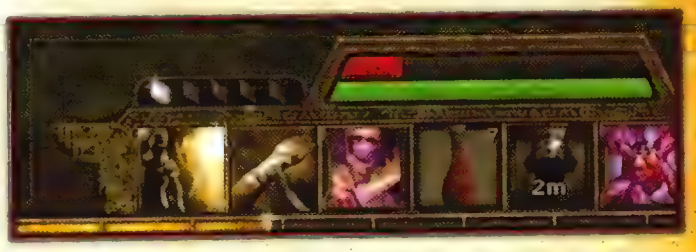
This attack inflicts a bleeding wound but appears to be a negligible strike so you seem less of a combat threat. Effective when the victim is already distracted battling other foes.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 9 | 241 | 12 seconds |
| 2 | 15 | 331 | 13 seconds |

The Corruption Tree specializes in dealing Unholy damage, while those who follow the Lotus path learn the ways of Poison. Both trees have some similar abilities, like feats that raise your offhand attack and help you evade enemies, but there are also some key differences. While it's great to save the expense of retraining your feat points, remember that these aren't set in stone. Experiment with different combinations to customize your character to your own style of play.

## CORRUPTION

This tree is full of abilities that deal Unholy damage to your target. Some abilities allow you to gather Soul Fragments (you can hold up to 5 Soul Fragments at once) which you then spend when using some of the more powerful feats in this tree. To see how many Soul Fragments you have available for use, watch the indicator on your UI.




Among other things, this tree offers abilities that reduce the armor of your target, cause your enemies to be feared or stunned, and give you a short immunity to fear, charm, and stun.

## Improved Unholy Stance — Ranks: 5

Enhances your Unholy Stance, granting melee attacks performed while in the stance a chance to lower the target's evade for a short period.

### Requires 5 Points in the Corruption Feat Tree

## Vile Corruption — Ranks: 5

Increases the lingering unholy damage inflicted when the Dread Venom effect is applied to your Slow Death Strike combo.

| Rank | Modifications |
|---|---|
| 1 | Increase damage of healing by 2.5% |
| 2 | Increase damage of healing by 5% |
| 3 | Increase damage of healing by 10% |
| 4 | Increase damage of healing by 15% |
| 5 | Increase damage of healing by 25% |

## Corrupting Strikes — Ranks: 5

Grants an ability which increases offhand hit ratio for a short period of time. This ability requires a Soul Fragment to use.

### Requires 10 Points in the Corruption Feat Tree

## Unholy Strength — Ranks: 5

Increases the damage done by your Swift Strikes Combos.

| Rank | Modifications |
|---|---|
| 1 | DPS Increase 2% |
| 2 | DPS Increase 4% |
| 3 | DPS Increase 6% |
| 4 | DPS Increase 8% |
| 5 | DPS Increase 10% |

## Spirit of Nightfall — Ranks: 3

While in Unholy Stance damage inflicted by your attacks have a small chance of capturing a Soul Fragment.

## Soul Prison — Ranks: 2

Grants an ability which for a short time enables your melee attacks to have a chance of capturing a Soul Fragment. To trigger this effect you must sacrifice a small percentage of your stamina.

### Requires 15 Points in the Corruption Feat Tree

## Rapid Striking — Ranks: 3

Reduces the reuse time of your Swift Strike Combos.

| Rank | Modifications |
|---|---|
| 1 | -0.5 decrease to cooldown time |
| 2 | -1 decrease to cooldown time |
| 3 | -2 decrease to cooldown time |

## Dark Weapon — Ranks: 5

Grants a chance for your main hand attacks to deal additional unholy damage.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | +100% Increase to damage |
| 3 | +200% Increase to damage |
| 4 | +300% Increase to damage |
| 5 | +400% Increase to damage |

## Life Leech — Ranks: 5

Grants an ability that enables you to heal yourself on a successful attack. The number of attacks affected increases with each feat point trained. This ability requires a Soul Fragment to use.

### Requires 20 Points in the Corruption Feat Tree

## Necrotic Leech — Ranks: 1

Grants an ability that inflicts lingering unholy damage on nearby enemies, a small part of which you and your companions gain as health, mana, and stamina. This ability requires a Soul Fragment to use.

## Relish in Death — Ranks: 1

You capture a Soul Fragment whenever your team performs a fatality.

## Vampyric Nature — Ranks: 1

Grants an ability which for a short time empowers your attacks so that part of the blood spilled in battle also heals you. This ability requires a Soul Fragment to use.

## Requires 25 Points in the Corruption Feat Tree

### Dark Inspiration — Ranks: 1

Increases the chance of inflicting a critical hit with Swift Strikes combo starters.

### Dread Weapon — Ranks: 5

Grants a chance for your offhand attacks to deal additional unholy damage.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 100% |
| 3 | Increases damage by 200% |
| 4 | Increases damage by 300% |
| 5 | Increases damage by 400% |

### Unholy Armor — Ranks: 5

Secret blasphemies and foul oaths increase your physical invulnerability ratings while in Unholy Stance.

### Unholy Soul — Ranks: 3

Increases your Unholy invulnerability rating while in Unholy Stance.

## Requires 30 Points in the Corruption Feat Tree

### Seeds of Corruption — Ranks: 3

Your melee attacks have a chance of lowering your target's unholy invulnerability rating for a short period of time.

### Lunge — Ranks: 5

Grants an ability which increases the damage of your next attack and guarantees it to deal offhand damage.

### Combo - Death Whirlwind — Ranks: 5

Grants a combo which deals unholy damage to all nearby enemies. This combo consumes all of your Soul Fragments and increases in damage for each consumed.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | +5% increase to DPS |
| 3 | +9% increase to DPS |
| 4 | +14% increase to DPS |
| 5 | +18% increase to DPS |

## Requires 35 Points in the Corruption Feat Tree

### Prediction — Ranks: 5

Increases your ability to avoid melee attacks, increasing your evasion chance.

| Rank | Modifications |
|---|---|
| 1 | +1.5% Evade Chance |
| 2 | +3% Evade Chance |
| 3 | +4.5% Evade Chance |
| 4 | +7% Evade Chance |
| 5 | +10.0% Evade Chance |

### Burden to Bear — Ranks: 3

Grants your melee attacks against targets wearing heavier armor a chance of reducing their physical invulnerability rating for a short time.

### Death's Gaze — Ranks: 5

Causes the target to see their own death in your eyes, stunning them or causing fear for a short period of time. This ability requires a Soul Fragment to use.

### Soul Strike — Ranks: 1

Grants an ability which causes any physical damage caused by your next combo to be converted to unholy damage. This ability requires a Soul Fragment to use.

## Requires 40 Points in the Corruption Feat Tree

### From the Darkness — Ranks: 1

Grants an ability which enables you to charge forward from the shadows, deliver a devastating attack that also stuns the victim and captures a Soul Fragment.

## Avatar of Death — Ranks: 1

Grants an ability which turns you into an Avatar of Death for a short time, significantly increasing your damage and providing immunity to fear, charm, and stun effects. This ability requires a Soul Fragment to use.

# Lotus

The Lotus tree contains many poison-based attacks. The abilities in this feat tree are not tied to spending Soul Fragments, which does give you a bit more freedom. The Lotus tree is efficient for dealing with casters. Its feats include those that silence the target and also lower their spell damage.

## Improved Poison Stance — Ranks: 5

Enhances your Poison Stance, granting melee attacks performed while in this stance a chance to lower your ability to cast magical spells for a short period.

Requires 5 points in the Lotus Feat Tree

## Flesh Rot — Ranks: 5

When in Poison Stance your main attack has a chance of causing a poisonous wound that damages the victim for a short time. This affect can be applied up to five times.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases Damage by 100% |
| 3 | Increases Damage by 200% |
| 4 | Increases Damage by 300% |
| 5 | Increases Damage by 400% |

## Vile Poisons — Ranks: 5

Increases the lingering poison damage inflicted when the Toxic Venom effect is applied by your Slow Death Strike combo.

| Rank | Modifications |
|---|---|
| 1 | Increases damage by 2.5% |
| 2 | Increases damage by 5% |
| 3 | Increases damage by 10% |
| 4 | Increases damage by 15% |
| 5 | Increases damage by 25% |

Requires 10 points in the Lotus Feat Tree

## Cat's Paw — Ranks: 5

Grants you an ability which greatly increases your evasion rating for a short period of time.

## Deft Blades — Ranks: 5

Increases your chance to deal offhand attacks.

| Rank | Modifications |
|---|---|
| 1 | +1% Offhand Chance |
| 2 | +3% Offhand Chance |
| 3 | +5% Offhand Chance |
| 4 | +7% Offhand Chance |
| 5 | +10% Offhand Chance |

Requires 15 points in the Lotus Feat Tree

## Flesh Necrosis — Ranks: 3

Deals instant poison damage on the target. Target must be afflicted by Flesh Rot to perform this ability. The power of this ability increases with the amount of Flesh Rot effects on the target.

## Combo - Atrophy — Ranks: 5

**Weapon Requirement: Dualwield Daggers**

Grants a combo which lowers the target's damage for a short period of time.

| Min. Level | Stamina Cost | Cooldown |
|---|---|---|
| 25 | 125 | 120 seconds |

## Accelerated — Ranks: 3

Decreases the reuse time for your Grim Corruption, Venom Strike, Lethargy and Impede Life combos.

| Combo | Rank 1 | Rank 2 | Rank 3 |
|---|---|---|---|
| Slow Death Strike I | -0.75 | -2 | -3 |
| Slow Death Strike II | -0.75 | -2 | -3 |
| Slow Death Strike III | -0.75 | -2 | -3 |
| Slow Death Strike IV | -0.75 | -2 | -3 |
| Grim Corruption I | -1 | -2 | -4 |
| Grim Corruption II | -1 | -2 | -4 |
| Grim Corruption III | -1 | -2 | -4 |
| Grim Corruption IV | -1 | -2 | -4 |
| Lethargy I | -2 | -4 | -8 |
| Lethargy II | -2 | -4 | -8 |
| Lethargy III | -2 | -4 | -8 |
| Impede Life | -3 | -6 | -12 |

## Light Footed — Ranks: 2

Increases the resistances to movement slowing effects and abilities.

| Rank | Modifications |
|---|---|
| 1 | +10% resistance to Snare |
| 2 | +25% resistance to Snare |

## Requires 20 points in the Lotus Feat Tree

## Lotus Tainted Blood — Ranks: 3

Increases all of your magical invulnerability ratings.

| Rank | Modifications |
|---|---|
| 1 | +1.5% Cold Invulnerability, +1.5% Fire Invulnerability, +1.5% Electrical Invulnerability, +1.5% Holy Invulnerability, +1.5% Unholy Invulnerability |
| 2 | +3% Cold Invulnerability, +3% Fire Invulnerability, +3% Electrical Invulnerability, +3% Holy Invulnerability, +3% Unholy Invulnerability |
| 3 | +5% Cold Invulnerability, +5% Fire Invulnerability, +5% Electrical Invulnerability, +5% Holy Invulnerability, +5% Unholy Invulnerability |

## Golden Lotus Extract — Ranks: 1

Grants an ability which allows you to inhale golden lotus to heal your wounds.

## Combo - Snap Kick — Ranks: 1

**Weapon Requirement: Dualwield Daggers**

Grants a combo which performs a quick kick to your opponent, rendering them unable to speak for a short period of time.

| Min. Level | Stamina Cost | Cooldown |
|---|---|---|
| 30 | 175 | 120 seconds |

## Requires 25 points in the Lotus Feat Tree

## Lotus Overload — Ranks: 1

Spell critical blasts against you energize the lotus in your blood, granting almost total immunity to spells for a period of time.

## Combo - Blindside — Ranks: 3

**Weapon Requirement: Dualwield Daggers**

Grants a combo which blindsides your opponent with an unexpected attack, allowing you to regain a moderate amount of stamina.

| Min. Level | Stamina Cost | Cooldown |
|---|---|---|
| 40 | 102 | 60 seconds |

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 100% |
| 3 | Increases damage by 300% |

## Bewilder — Ranks: 2

Enhances the Blindside combo, causing it to drain stamina from the target.

## Opportunistic Strike — Ranks: 1

Grants you an ability that for a short time, the next blow that initiates a combo automatically inflicts critical damage.

## Combo - Sabotage Armor — Ranks: 5

**Weapon Requirement: Dualwield Daggers**

Grants you a combo which destroys the target's directional shielding for a short time.

| Min. Level | Stamina Cost | Cooldown |
|---|---|---|
| 40 | 100 | 120 seconds |

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Modify Duration by +1 |
| 3 | Modify Duration by +2 |
| 4 | Modify Duration by +3 |
| 5 | Modify Duration by +5 |

## Requires 30 points in the Lotus Feat Tree

### Lotus Weapon — Ranks: 5

Your offhand attacks have a chance of inflicting a poisonous wound that damages the victim for a short time. This affect can be applied up to five times.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 50% |
| 3 | Increases damage by 100% |
| 4 | Increases damage by 150% |
| 5 | Increases damage by 300% |

### Flurry of Blows — Ranks 5

Your main hand attacks have a chance of increasing the frequency of your offhand attacks.

### Corrupted Body — Ranks: 3

Attacks with your melee weapons have a chance of lowering the target's poison invulnerability for a short time.

## Requires 35 points in the Lotus Feat Tree

### Swift Ending — Ranks: 5

Adds additional poison damage to the wounds inflicted by Lotus Weapon and Flesh Rot. This damage increases the closer the target is to death.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases Damage by 50% |
| 3 | Increases Damage by 100% |
| 4 | Increases Damage by 150% |
| 5 | Increases Damage by 300% |

### Arcane Backlash — Ranks: 3

Spell attacks against you have a chance of lowering the damage of the caster's spells for a short time.

### Sense Weakness — Ranks: 1

Increases the chance of inflicting a critical hit with Grim Corruption, Venom Strike, Lethargy, and Impede Life combo starters.

### Assassination — Ranks: 5

As your enemy approaches death you have an increasing chance of dealing offhand attacks.

### Kidney Shots — Ranks: 1

Grants an ability which causes your melee attacks to deal additional piercing damage. This affect can be applied up to three times.

## Requires 40 points in the Lotus Feat Tree

### Lotus Overdose — Ranks: 1

Grants an ability which allows you to inhale a mix of Lotus essences, bringing you to the edge of madness. Damage and stamina regeneration are significantly increased for a short period of time. After the effect expires, you become weakened for a short period of time.

### Curse of the Lotus — Ranks: 1

Grants an ability which allows you to detonate a small lotus powders bomb amongst your enemies, causing them to become confused for a short period of time, and unable to tell the difference between friend and foe.

# The Assassin

The jack of ale was sour, flat, and far warmer than she would have liked. She nursed it anyway, giving her the excuse to sit here near the fire with her back to the wall and her eyes on the entire room. Given the attempt of the tavern to cater to upscale clients, she had chosen her clothing carefully to look like a respectable something or other. She sipped her drink, making polite nods at the right intervals in the conversation around her and fending off the toothless old merchant next to her with just the right attitude so that he left her alone, but would not easily remember her.

She could just as easily skulked around in the deep shadows on the roof and waited for an opportunity, but this time of year was a little cold for skulking, and, as she smiled and nodded again, she thought, there is more than one way to not be seen. She didn't know why she had been hired. She knew only a name and a location and her client knew only that she came both highly recommended and highly priced. It was a mutually beneficial arrangement.

Her target sat at the far end of the room, near the bar. He'd spent most of the evening at a table there, guffawing at the crude humor of his cronies, fondling one of the tavern's many courtesans with one hand and a seemingly endless tankard of wine clenched in the other. He seemed inclined to lose his grip on both the woman and the drink, as well as his tenuous hold on consciousness at any moment and she feared losing the opportunity of a quick completion to her work. She'd already spent five days traveling to this gods forsaken city and another day making her own discrete inquiries and observations, and had little patience for further delay. The coin was good though—that almost always made up for inconvenience.

Just as it appeared her man would pass out on the bench, two of his companions scooped up the barely ambulatory sop and the whole party proceeded to move noisily upstairs. Seeing this, she brushed off the old merchant with a smile and approached one of the local pretty boys posing near the bar. A flash of coin was more than enough to make him follow her upstairs. A professional, like her, he would provide the perfect alibi should one be needed. As she showed the gigolo to her room, her target's entourage was dropping him on his bed and continuing their revelry down the hall. Even the overly-handled courtesan found a slightly more sober set of eager hands and the whole group entered one of the rooms at the opposite end of the corridor.

She gave the hired man a smile and excused herself for a moment, telling him to make himself comfortable. Though she could hear the revelers in the distance, the corridor itself was deserted. Just in case, she darkened the closest lamp so that anyone coming up the stairs wouldn't be able to see her easily. She quickly slid across the hall into the unlocked room. Her target lay sprawled face down in his bed, reeking of wine, which made her job all the easier. Passed out, he barely made a sound as she grabbed his greasy hair in one hand and pulled his head back, exposing the flabby flesh just below the jawbone. With an oft practiced motion she deftly inserted the first few inches of her knife just underneath his left ear and made her way over to the right. The flesh parted easily with only a little pressure; she always invested in quality tools.

He bled out quickly with barely a gurgle, the bitter copper smell warring with the aroma of his wine soaked clothes and finally winning in the end. She carefully cleaned her blade on an as yet unstained portion of the coverlet and tucked it back into the sheath at her waist. Being careful to avoid the growing pool on the floor, she cautiously exited the room and headed back to her own, smiling to herself.

Her ship didn't leave until morning, plenty of time to work on her alibi, one professional to another.

## Skills

When distributing your Skill Points, keep Hiding and Bandaging as high as possible. Since much of your strength lies in sneaking up on enemies, Hiding is essential. Bandaging is an important skill for all classes, but even more so for an Assassin. A higher Bandaging skill reduces the amount of time it takes for you to regenerate your health and stamina while resting, which saves you a great deal of time, and can even save your life in dangerous areas where you need to get a little extra health before the next patrol appears. If you enjoy PvP, then Perception is a must have as well. After all, you want to stay on the giving end of a sneak attack!

## Attributes

As an Assassin, your strength comes in killing a target before it can kill you. To this end, your damage output trumps every other concern. Look for pieces that increase your Dexterity above anything else, with Health and Stamina closely following. Anything that increases your Defense Rating is good as well, but your overall focus should be on increasing your damage output. Extra life and defense is good, but it won't ever completely make up for the fact that you are wearing only cloth or silk. When selecting daggers, take into account not only the DPS, but also stats that it offers. An increased Dexterity may make up for a small loss in listed damage.

## Soloing

The key to successful soloing is preparation. Because an Assassin is limited to only wearing cloth or silk armor, choose your targets carefully, and work to get every possible advantage on your side. Eliminate single targets first if they are available. If an enemy patrols away from a larger group, use this to your advantage to take him out when he is alone, making the group easier to handle. While you can make mincemeat out of larger group of minions, the same isn't necessarily true of larger groups of regular mobs. Trial and error will help you figure out just exactly how much punishment you can take. Sometimes, discretion is the better part of valor. Don't be afraid to take out a target or two before retreating to lick your wounds. You can often Rest and return to fight the group before the dead foes have respawned.

Your crossbow is a powerful tool for pulling enemies as well. When faced with more than one enemy, use your crossbow to even the odds before the group reaches you. In a group of three or four, eliminating that extra foe can mean the difference between total victory and the long mournful walk back from the resurrection point to collect your tombstone.

### HAVE A DRINK!

For an Assassin, potions and consumables are a necessity, not an option. Choose foods and drinks that boost your stamina and health. Though the regeneration on food and drink only works outside of combat, it is well worth the price. You should always, always stock up on both health and stamina potions. An Assassin should never venture out into the world without these.

## Grouping

Though the Assassin is a capable solo class, it can be a valuable part of a group as well. The high damage output that serves you so well when soloing is in high demand in a group. Working with other classes, like a Conqueror for instance, that have ways to taunt helps you manage the threat you produce with your high damage output, giving you great opportunities to shred your enemies to pieces while staying relatively safe yourself. Having a group mate that can Taunt isn't necessarily a "Get Out of Hate Free" card, but by playing with different groups, you soon learn how to manage your awesome damage, with your somewhat fragile body.

Your Hide skill is also a valuable asset to groups. While other classes have the Hide skill, none are so proficient as an Assassin. By using Hide to sneak up and scout around you can keep an eye on what's ahead, and keep your whole group from walking unknowingly into more than they can handle.

### SHADE INDICATOR

Keep an eye on the Shade indicator on the bottom of the Mini-Map. Even a skilled Assassin finds it is much easier to hide at dusk in the dark recess of shadowy ruins than it is at high noon in the middle of the desert.

## PvP

For many players, nothing is quite so satisfying as watching your opponent lie face down in the dirt, after dying so quickly that you know at that moment they are frantically looking at their combat log wondering, "What was that?"

If this is your kind of scenario, then the Assassin class is for you. While an Assassin has many, many skills, at its core, the class is made to deal death, and to do so expediently. Most of the time, Hide lets you get within striking range before your target is even aware that danger lurks nearby. The key to successful PvP play is to choose your targets carefully. Go for other lightly armored classes like yourself—casters make the best targets. Your high damage output coupled with the ability to get the drop on them, makes you lethal to lightly armored targets. Even so, always have a potion ready should they get off more than a few spells.

As an Assassin you are a keen and deadly weapon, but you are also a somewhat fragile one. Another key to surviving PvP is to always remember that as well. Heavily armored targets pose a much more difficult challenge for you. You still have the advantage of getting off the first attack, but because even your massive damage is mitigated by their heavier armor, you aren't assured of a short fight and lengthy fights are bad news for an Assassin. Even mitigated, you still deal impressive damage, but the danger lies in surviving long enough to win the engagement. Depending on the Feat Tree in which you have specialized, use your attacks that deal Unholy or Poison damage to these targets, softening them up a bit for your daggers. While they may not be able to match your output, Soldier classes have a great deal of more health than you. Couple that with abilities like their Frenzy Stance, which ups their damage output, and the race to see who dies first is tough one for you to win.

Though it can be challenging, the Assassin is the perfect choice for players who enjoy a having a large set of abilities and feats from which to craft their own strategic play style. A successful Assassin is both patient and prepared, and endeavors to strike only at the time of his or her own choosing.

# BARBARIAN

Barbarians wear only cloth and light armor. They have no need for heavier covering, as protection is not a real concern. Their goal is to overwhelm their adversaries with quick blows before their foes get a chance to strike back. A Barbarian never uses a shield; only cowards hide behind such false protection.

Barbarians are well versed in the use of multiple weapons, including One-Handed Edged and One-Handed Blunts. They usually wield one such weapon in each hand, the better to dice up their enemies. Some prefer larger weapons like a Two-Handed Edged or Two-Handed Blunt; these are meant to batter the enemy into submission or death.

A true Barbarian lives for the glory and conquest of battle, overpowering his or her enemies with swift strikes, dealing death to their foes and anyone else who gets too close. As a Barbarian, you take weapons into battle to take on all comers. This class has no magic skills, so they must rely on faith in their weapons. Barbarians are comfortable trekking across Hyboria on their own, but are often sought out for their unstoppable fury which makes them an asset to groups. As long as there are battles to fight and loot to find, Barbarians will never be bored.

## COMBOS

The Barbarian depends solely on his or her combos to wreak havoc on his or her foes. Each combo represents a devastating attack meant to maim anyone who stands in the way. Spend time getting to know a Barbarian's combos. Knowing which Combos are available with which weapons plays a big role in choosing the weapon type you carry into battle.

### BUTCHER

| Weapon Requirement | Two-Handed Edged, Two-Handed Blunt |
|---|---|

A series of grievous blows aimed at breaking bones and rupturing arteries. The target bleeds for a short time, slowly losing life.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 7 | 244 | 10 seconds |
| 2 | 20 | 219 | 10 seconds |
| 3 | 28 | 171 | 10 seconds |
| 4 | 36 | 317 | 10 seconds |
| 5 | 40 | 317 | 10 seconds |
| 6 | 52 | 317 | 10 seconds |
| 7 | 60 | 415 | 10 seconds |
| 8 | 64 | 174 | 20 seconds |
| 9 | 76 | 537 | 20 seconds |
| 10 | 80 | 562 | 10 seconds |

### CLOBBER

| Weapon Requirement | Two-Handed Edged, Two-Handed Blunt |
|---|---|

Your attack also smashes your enemy backwards.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 15 | 708 | 45 seconds |
| 2 | 24 | 513 | 45 seconds |
| 3 | 56 | 439 | 45 seconds |
| 4 | 72 | 342 | 45 seconds |

### CUNNING STRIKE

This vicious attack intimidates the victim, making them less likely to break off from their current target to engage the rogue. Effective when the victim is already distracted battling other foes.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 5 | 215 | 8 seconds |
| 2 | 7 | 263 | 9 seconds |
| 3 | 11 | 212 | 10 seconds |
| 4 | 13 | 259 | 11 seconds |
| 5 | 17 | 478 | 13 seconds |
| 6 | 19 | 488 | 14 seconds |

### CYCLONE OF STEEL

| Weapon Requirement | Dualwield Sword/Blunt/Axe |
|---|---|

You become a whirling storm of death, delivering an umber of blinding fast strikes.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 10 | 166 | 10 seconds |
| 2 | 20 | 229 | 10 seconds |
| 3 | 28 | 202 | 10 seconds |
| 4 | 36 | 334 | 10 seconds |
| 5 | 44 | 327 | 10 seconds |
| 6 | 52 | 310 | 10 seconds |
| 7 | 56 | 459 | 10 seconds |
| 8 | 68 | 415 | 10 seconds |
| 9 | 72 | 613 | 10 seconds |
| 10 | 80 | 637 | 10 seconds |

### JAGGED CUT

| Weapon Requirement | Dualwield Sword/Blunt/Axe |
|---|---|

This strike is aimed at the veins and arteries of the enemy, causing a bleeding wound that drains the victim's life-force for a brief time.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 32 | 322 | 30 seconds |
| 2 | 48 | 434 | 30 seconds |
| 3 | 60 | 542 | 30 seconds |
| 4 | 80 | 769 | 30 seconds |

## Savage Rage

**Weapon Requirement** | Dualwield Sword/Blunt/Axe

With a yell of savage fury, you release your bestial nature and increase the damage done by your blow.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 13 | 354 | 15 seconds |
| 2 | 20 | 483 | 15 seconds |
| 3 | 40 | 542 | 15 seconds |
| 4 | 64 | 694 | 15 seconds |

## Staggering Blow

**Weapon Requirement** | Two-Handed Edged, Two-Handed Blunt

This swift series of deft attacks reduces the target's chance of evading blows for a short time.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 17 | 219 | 15 seconds |
| 2 | 32 | 391 | 15 seconds |
| 3 | 48 | 464 | 15 seconds |
| 4 | 68 | 610 | 15 seconds |

## Stunning Punch

**Weapon Requirement** | Two-Handed Edged, Two-Handed Blunt

You follow up your attack with a quick punch to that knocks your opponent senseless for a few seconds.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 5 | 56 | 60 seconds |
| 2 | 20 | 163 | 60 seconds |
| 3 | 44 | 300 | 65 seconds |
| 4 | 60 | 560 | 65 seconds |

## Vicious Strike

This attack inflicts a bleeding wound but appears to be a negligible strike so you seem less of a combat threat. Effective when the victim is already distracted battling other foes.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 9 | 288 | 12 seconds |
| 2 | 15 | 395 | 13 seconds |

## Wreck Armor

**Weapon Requirement** | Dualwield Sword/Blunt/Axe

You smash both weapons into your enemy, battering armor and decreasing their defense rating.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 15 | 434 | 45 seconds |
| 2 | 24 | 564 | 45 seconds |
| 3 | 76 | 772 | 45 seconds |

# Feats

Barbarians are all about dealing massive amounts of damage. Both feat trees offer different choices to help them accomplish this! In addition to augmenting damage, the Berserker tree offers many abilities that enable you to mitigate the damage you take and deal with negative effects (such as stun and knock back). On the other hand, the Reaver tree primarily focuses on damage increases. Both trees are powerful on their own, but it is certainly possible to spend points in both to create your own template of feats to intensify your damage potential.

## Berserker

Many of the feats in this tree augment the effectiveness of your combos. Some do it by increasing the damage you inflict, while others do so by lowering the reuse time or increasing the knock back chance. You can even pick up feats that reduce the amount of threat you cause or help you to avoid negative effects like stun. Spend enough points in this tree and you can gain a substantial ability that affects your entire team.

**Blood Rage** — Ranks: 5

Grants you the Blood Rage Stance that increases the damage inflicted upon foes. Also, enemy attacks have a chance of increasing your rate of health regeneration and evasion chance. The health effect can be applied three times.

## Requires 5 Points in the Berserker Feat Tree

### Atrocity — Ranks: 5

Increases the damage done by your Butcher combos.

| Rank | Modifications |
|---|---|
| 1 | DPS increases by 10% |
| 2 | DPS increases by 15% |
| 3 | DPS increases by 20% |
| 4 | DPS increases by 25% |
| 5 | DPS increases by 35% |

### Great Weapons Master — Ranks: 5

Increases the damage done by Two-Handed Edged and Two-Handed Blunt weapons.

| Rank | Modifications |
|---|---|
| 1 | +4.9 Two-Handed Edged Damage, +4.9 Two-Handed Blunt Damage |
| 2 | +7.9 Two-Handed Edged Damage, +7.9 Two-Handed Blunt Damage |
| 3 | +10.9 Two-Handed Edged Damage, +10.9 Two-Handed Blunt Damage |
| 4 | +13.9 Two-Handed Edged Damage, +13.9 Two-Handed Blunt Damage |
| 5 | +20.5 Two-Handed Edged Damage, +20.5 Two-Handed Blunt Damage |

## Requires 10 Points in the Berserker Feat Tree

### Shock and Awe — Ranks: 3

Reduces the reuse time for Stunning Punch and Clobber combos.

| Rank | Modifications |
|---|---|
| 1 | Decreases cooldown time by 2.0 seconds of Clobber I, II. Decreases cooldown time by 3.0 seconds of, Clobber I, II, III, and IV, Stunning Punch I, II, III, IV |
| 2 | Decreases cooldown time by 4.0 seconds of Clobber I, III. Decreases cooldown time by 5.0 seconds of Clobber III, IV. Decreases cooldown time by 6.0 seconds of Stunning Punch, I, II, III, IV |
| 3 | Decreases cooldown time by 9.0 seconds of Clobber I, II. Decreases cooldown time by 10.0 seconds of Clobber III. Decreases cooldown time by 11.0 seconds of Clobber IV. Decreases cooldown time by 12.0 seconds of Stunning Punch I, II. Decreases Cooldown time by 13.0 seconds of Stunning Punch III, IV |

### Staggering Punch — Ranks: 3

Improves the Stunning Punch combos by adding an effect that also reduces the victim's movement speed.

### Reverse Swing — Ranks: 5

Augments the Staggering Blow combo by increasing the damage you inflict.

### Paralysis — Ranks: 1

Adds a brief root effect, preventing the target from moving, to your Clobber combo.

## Requires 15 Points in the Berserker Feat Tree

### Eyes of Madness — Ranks: 3

Grants you an ability that makes all foes in the vicinity less likely to focus their attacks on you.

### Insanity — Ranks: 3

Permanently increase your resistance to fear effects.

| Rank | Modifications |
|---|---|
| 1 | +10% Resistance to Fear |
| 2 | +20% Resistance to Fear |
| 3 | +35% Resistance to Fear |

### Grisly Wounds — Ranks: 5

You augment the Butcher combos with your own inborn brutality, adding more damage over time.

| Rank | Modifications |
|---|---|
| 1 | Increases damage by 15% |
| 2 | Increases damage by 23% |
| 3 | Increases damage by 31% |
| 4 | Increases damage by 39% |
| 5 | Increases damage by 55% |

## Requires 20 Points in the Berserker Feat Tree

### No Escape — Ranks: 1

Grants an ability that enables you to throw your weapon, impaling your enemy, causing massive damage that lingers for a short time and also stuns the victim. This ability disarms you for a short time.

### Combo - Earthshatter — Ranks: 1

Weapon Requirement: Two-Handed Edged, Two-Handed Blunt

This mighty combo stuns all foes in close vicinity to you.

| Min. Level | Stamina Cost | Cooldown |
|---|---|---|
| 30 | 224 | 90 seconds |

## Finishing Blow — Ranks: 3

Grants you a charge ability available after you knock back an enemy. Your charge causes severe damage but has a high stamina cost and long reuse time.

## Fearsome Agility — Ranks: 5

When you are hit in combat you have a chance to gain a short evade buff. This can stack up to 5 times.

### Requires 25 Points in the Berserker Feat Tree

## Arcane Marauder — Ranks: 5

When hit by spell damage you gain natural health regeneration and drain mana from enemies around you.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases the area of effect by 1 meter. |
| 3 | Increases the area of effect by 2 meters. |
| 4 | Increases the area of effect by 3 meters. |
| 5 | Increases the area of effect by 5 meters. |

## Rampage — Ranks: 5

When hit in combat you occasionally damage every enemy around you for a small amount.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases the area of effect by 1 meter, Increase damage by 20% |
| 3 | Increases the area of effect by 2 meters, Increase damage by 40% |
| 4 | Increases the area of effect by 3 meters, Increase damage by 60% |
| 5 | Increases the area of effect by 5 meters, Increase damage by 100% |

### Requires 35 Points in the Berserker Feat Tree

## Unstable Mind — Ranks: 3

Grants you an ability which removes all stun, snare and root effects and gives you immunity for a short period of time.

## Comatose — Ranks: 2

Enhances the Stunning Punch combo by increasing the amount of time the victim is stunned for.

## Swarm Fighter — Ranks: 5

Grants you an ability that taunts all minions in the area for a short period of time. Every attack from a minion triggers a heal when this ability is active.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases the area of effect by 1 meter. |
| 3 | Increases the area of effect by 2 meters. |
| 4 | Increases the area of effect by 3 meters. |
| 5 | Increases the area of effect by 5 meters. |

## Rampaging Horde — Ranks: 5

Grants you an ability that increases the damage inflicted on foes based on the number of friendly barbarians within range. Maximum number counted is ten.

## Combo – Scatter Foes — Ranks: 3

**Weapon Requirement: Two-Handed Edged, Two-Handed Blunt**

Grants you a combo that knocks back all foes in a wide cone in front of you.

| Min. Level | Stamina Cost | Cooldown |
|---|---|---|
| 60 | 224 | 60 seconds |

### Requires 30 Points in the Berserker Feat Tree

## Hammer and Anvil — Ranks: 5

Enhances the Stunning Punch combo by increasing the damage it inflicts.

| Rank | Modifications |
|---|---|
| 1 | +5% Increase to DPS |
| 2 | +10% Increase to DPS |
| 3 | +15% Increase to DPS |
| 4 | +20% Increase to DPS |
| 5 | +30% Increase to DPS |

## Combo – Decapitation — Ranks: 5

**Weapon Requirement: Two-Handed Edged, Two-Handed Blunt**

A swift combo that inflicts massive damage and increases the chance for a fatality. Has a moderate reuse time.

| Min. Level | Stamina Cost | Cooldown |
|---|---|---|
| 60 | 224 | 120 seconds |

| Rank | Modifications |
|---|---|
| 1 | DPS Increase by 1% |
| 2 | DPS Increase by 2% |
| 3 | DPS Increase by 3% |
| 4 | DPS Increase by 4% |
| 5 | DPS Increase by 5% |

Requires 40 Points in the Berserker Feat Tree

### Welcoming Death Ranks: 1

Grants you an ability that increases the damage inflicted by your attacks based on the number of dead foes nearby, up to a maximum number of ten.

### Thirst for Blood Ranks: 1

Grants an ability that drives the team into a wild bloodlust. Attacking or being attacked can trigger a damage bonus effect and multiple application of this effect eventually boost health and stamina regeneration.

## REAVER

The Reaver Feat Tree is all about dealing damage. It includes feats that increase your damage with certain weapons and with your offhand. It also offers choices that increase various types of damage, both globally and through augmenting your combos. You can also decrease your target's chance of evading your attack, or even get a short-lived, powerful absorb shield. By spending points to reach the bottom of the tree, you can gain an ability that enables you to inflict instant damage to all the foes around you. It even allows you to increase the damage a target takes from all attackers.

## Reaver Stance — Ranks: 5

Grants you a combat stance that increases damage inflicted by your strikes, which also have a chance of causing additional damage. This effect can be applied three times.

### Requires 5 Points in the Reaver Feat Tree

## Hand Weapon Expert — Ranks: 5

Increases the damage inflicted with One-Handed Edged and One-Handed Blunt weapons.

| Rank | Modifications |
|---|---|
| 1 | +3.8 One-Handed Edged Damage. +3.8 One-Handed Edged Blunt |
| 2 | +6.6 One-Handed Edged Damage. +6.6 One-Handed Edged Blunt |
| 3 | +9.4 One-Handed Edged Damage. +9.4 One-Handed Edged Blunt |
| 4 | +12.2 One-Handed Edged Damage. +12.2 One-Handed Edged Blunt |
| 5 | +17.9 One-Handed Edged Damage. +17.9 One-Handed Edged Blunt |

## Ambidextrous — Ranks: 5

Permanently increases the chance to attack with your secondary weapon.

| Rank | Modifications |
|---|---|
| 1 | +1% Offhand Chance |
| 2 | +2% Offhand Chance |
| 3 | +3% Offhand Chance |
| 4 | +4% Offhand Chance |
| 5 | +5% Offhand Chance |

### Requires 10 Points in the Reaver Feat Tree

## Sever — Ranks: 5

Attacks with your primary weapon have a chance of inflicting additional slashing damage.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 15%. |
| 3 | Increases damage by 25%. |
| 4 | Increases damage by 35%. |
| 5 | Increases damage by 60%. |

## Unstoppable — Ranks: 2

When dropping below 30% health, you gain a large amount of damage defection.

## Smash 'n Crush — Ranks: 3

Increases the combo starter damage done by the Cyclone of Steel combo.

## Brutal Cyclone — Ranks: 2

Increases the chance of inflicting critical damage when using the Cyclone of Steel combo.

### Requires 15 Points in the Reaver Feat Tree

## Twist and Tear — Ranks: 5

All attacks with your offhand weapon have a chance of inflicting a bleeding wound that damages the victim for a short time. This affect can be applied five times.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 15%. |
| 3 | Increases damage by 20%. |
| 4 | Increases damage by 25%. |
| 5 | Increases damage by 40%. |

## Predatory Instincts — Ranks: 3

Grants you an ability which increases your evasion skill and rate of stamina regeneration for a short time.

## Gushing Wounds — Ranks: 5

Augments the Cyclone of Steel combo with a chance to inflict a bleeding wound that damages the victim for a short time.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 25%. |
| 3 | Increases damage by 40%. |
| 4 | Increases damage by 55%. |
| 5 | Increases damage by 70%. |

## Requires 20 Points in the Reaver Feat Tree

### Haste — Ranks: 1

Grants you an ability which for a short time increases your movement speed and increases damage inflicted by your attacks.

### Too Many to Count — Ranks: 1

Grants you an ability to increase the damage inflicted by your attacks based on how many living foes are nearby. The effect can be applied up to ten times.

### Berserker — Ranks: 1

Grants an ability that increases damage inflicted by your attacks, but can only be used when you are significantly wounded, and cancels when your health improves enough.

### Unstoppable Berserker — Ranks: 2

Improves the Berserker feat by increasing the rate of stamina regeneration.

## Requires 25 Points in the Reaver Feat Tree

### Jagged Weapons — Ranks: 3

Increases the damage done by your Jagged Cut combos.

| Rank | Modifications |
|---|---|
| 1 | Increases damage by 25%. |
| | Increases damage by 35%. |
| 3 | Increases damage by 45%. |

### Cyclone of Razors — Ranks: 5

Increases the damage done by your Cyclone of Steel combo.

| Rank | Modifications |
|---|---|
| 1 | Increase damage by 8% |
| 2 | Increase damage by 12% |
| 3 | Increase damage by 16% |
| 4 | Increase damage by 20% |
| 5 | Increase damage by 28% |

## Spirit of the Panther — Ranks: 3

Increases your chance of inflicting critical damage with the Cyclone of Steel combo, as long as the Predatory Instincts ability is active.

## Boiling Blood — Ranks: 3

Increases the damage done by your blows while the Savage Rage combo is in effect.

| Rank | Modifications |
|---|---|
| 1 | +1 Duration |
| 2 | +2 Duration |
| 3 | +4 Duration |

**Requires 30 Points in the Reaver Feat Tree**

## Lashing Swords — Ranks: 5

Increases the area of effect on Jagged Cut combos and upgrades it to also debuff the evade chance on targets.

| Rank | Modifications |
|---|---|
| 1 | Increases area of effect by 1 meter. |
| 2 | Increases area of effect by 1 meter. |
| 3 | Increases area of effect by 2 meters. |
| 4 | Increases area of effect by 2 meters. |
| 5 | Increases area of effect by 3 meters. |

## Back in the Fray — Ranks: 1

Grants a short range charge ability that can be used after you suffer a Knockback in combat.

## Overpower — Ranks: 5

When you evade blows in combat you gain a temporary damage increase. This effect can be applied 5 times.

**Requires 35 Points in the Reaver Feat Tree**

## Rupture Armor — Ranks: 1

Improves the Wreck Armor combos by increasing the chance of inflicting a devastating critical hit.

## Shrapnel — Ranks: 5

Improves your Wreck Armor combo by inflicting piercing damage on any enemies nearby the primary target.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 15%. |
| 3 | Increases damage by 25%. |
| 4 | Increases damage by 35%. |
| 5 | Increases damage by 60%. |

## Lure — Ranks: 3

Double tap forward also grants you an absorb shield. If hit the enemy also suffers a counter attack. This effect can only occur once every 30 seconds.

## Impale — Ranks: 5

Grants you an ability so that your next attack inflicts significant bleeding wounds with both of your weapons.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 25%. |
| 3 | Increases damage by 45%. |
| 4 | Increases damage by 65%. |
| 5 | Increases damage by 100%. |

**Requires 40 Points in the Reaver Feat Tree**

## Dance of Death — Ranks: 1

Grants an ability that makes all attacks inflict instant damage to all foes in close vicinity.

## Armageddon Falls — Ranks: 1

Grants an ability so that for a short period of tiem when you strike a foe they are temporarily doomed to suffer lingering bleeding wounds whenever struck in combat.

# THE BARBARIAN

The mud feels cool under my toes where I've pushed my feet deep into the stream bed to better hold my position against the gentle current. The water is green around me and I hold perfectly still, crouched down, near the reeds, only the top part of my head above water.

I've been waiting here since sunrise. According to Sergeant Vargus, the Nemedians should be moving a good amount of gold through here this morning, pay for their mercenaries. Intercepting the pay is both good for Vargus and good for my coin purse. My muscles tire of this waiting and I am just about to give up and find another spot for an ambush when I hear horses approach. I let myself sink slowly down into the water, only my nose above the surface, a Pictish trick. Say what you will about the painted men; they have their skills.

I hear the muffled sound of voices through the water. I can't be sure, but since the Nemedians effectively control the area, the gold should have no more than three or four guards.

One soldier approaches the water. I can see him through the dim greenness as he crouches down on the stream bank above me to get a drink. Now is my time to even the odds.

I push against the stream bed with all my might, my cramped legs eager to straighten again, propelling me up through the water. As I rise, I gain a foothold on the grassy bank and bring my short sword up, slicing the man from groin to sternum before he realizes what has happened. Stepping out of the water, I swing the axe in my left hand, hastening his forward fall into the stream.

Luck is with me, I only see two more Nemedian dogs standing near the horses. I must look the demon, dripping wet and coated with a fine spray of their companion's blood. The thought makes me smile and with a yell, I charge.

One is quicker than the other and quickly unsheathes her sword. I have to give the Nemedian credit, most foes at least pause when facing me, but she is moving in to close, her sword coming more quickly than I would like and almost catches me off balance. Her stroke narrowly misses my side; I feel it score along the wet leather I am wearing. She dances to the side and I move toward her, not giving her the space for a second swing. I use the curve of my axe to block the quick stab she tries, batting her sword arm out of the way. I am too close to use my own sword effectively, so I hammer the pommel into her upper chest, slamming it into her collar bone with as much force as I can muster and hear a sickening snap. The color drains from her face but she tries to raise her sword arm for one more swing.

I can see the second man finally deciding to join in the fun and I no longer have time to play with the woman. Ignoring her ineffective swing, I gouge downward with my axe, driving her to the ground and partially severing her neck.

I pull my axe free a second too late to meet the oncoming rush of the Pikeman. I dodge to my left, feeling the iron tip enter my thigh as the Nemedian lends his weight to the thrust. The blow knocks me to one knee and through force of habit, the Nemedian hangs onto his weapon, bringing him down to me. Face-to-face, he is too close for me to get an effective swing, so I do what comes naturally and headbutt him as hard as I can, sending him rocking back as I regain my feet. His weapon is still lodged in my leg, getting in the way so I grasp the pike and twist it up and out, casting it to the ground. The fool has no other weapon and with a swing, my axe cuts into his head, parting the skull as easy as King Conan himself parting a maiden's legs.

Three hours of waiting in the stream for two minutes worth of battle. The prize had better be worth it. The horses try to back away from me, pulling at their tethers, not liking the smell of the blood. I quiet them with a word and check the saddle bags. Yes, more than worth my time.

## Skills

When distributing your Skill Points, raise your Bandaging first and always keep it maxed each time you level to increase your rate of health regeneration. This also decreases your downtime between battles and who wants to waste time healing when you could be slaying?

Hiding is also a good skill for a Barbarian. A Barbarian will never be quite as sneaky as a well-trained Assassin, but a high Hiding Skill can go a long way in an attempt to ambush foes. Using Hide, you can often put your axe through a few skulls before your foes have time to react. If you plan to PvP, then Perception is a valuable skill. After all, you aren't the only one who likes to get the drop on your enemies and Perception can help keep you away from the business end of someone else's sneak attack.

## Attributes

Strength, Dexterity, and Constitution are a Barbarian's only important attributes. Select pieces of armor that significantly raises one of these skills or a combination of all three. Strength is the most important attribute, as it increases your damage. Having too much damage is like having too much ale—never a problem!

Dexterity and Constitution are equally important when seeking out good equipment. Dexterity raises your Defense Rating and Stamina, which is great for a melee fighter like a Barbarian. Dexterity provides a bit more protection while increasing your Stamina pool. Constitution is good for raising your Stamina, as well as your Life. Since almost every move you make in battle requires Stamina, having a good pool to draw from can really increase your effectiveness.

## Soloing

Barbarians are a solid solo class. The massive damage you output helps to offset the light armor you wear by killing foes quickly. That said, it's important to carefully choose targets when soloing. A Barbarian's high damage output can put down a score of Minions without having to break a sweat, but charge in to a large group of regular foes all alone, and you'll need Conan's luck to stay alive. Small groups of foes shouldn't pose too big of a problem, but don't charge into the middle of a large camp.

## Grouping

Barbarians are great in any group. Their high damage output can significantly reduce the time your team spends fighting, which in turn reduces the need for healing. As with any high damage dealer, you can't unleash all your power unless your team has a tank who can keep the enemies' attention focused on them. Use abilities that reduce threat as often as possible. With practice, you will learn when it is safe to unleash your full barbaric fury.

## PvP

Barbarians are a great deal of fun to play in PvP. Although you can't take punishment like a heavily armored class, you can get up close and personal with your foes, driving them back and knocking them down with your rapid strikes and devastating blows. Always start off the fight with any abilities that have a long cooldown, especially if they have a high damage output. Few things are more fearsome than a charging Barbarian and, if you can deal out heavy damage at the start of the fight, some foes just turn and run.

When you are the aggressor, use your Hide ability to get within striking range so that the first an enemy knows of you is your blade in his back. Choose more lightly armored targets over Soldiers so that rapid attacks will make it through the armor to the soft flesh beneath. Always carry a few Stamina and—more importantly—Health potions. Sometimes, the few extra seconds the regeneration provides all that is needed to end the fight in your favor.

# RANGER

The Rangers' high skill level with a Bow is what sets them apart from other fighters. Preferring to deal death from afar, these adventurers are most at home with a bow in hand, although they are not strangers to battle hardened steel. Almost every nation in Hyboria is familiar with the use of the Bow and Aquilonians, Stygians, and Cimmerians can all choose to walk the path of the Ranger.

Rangers can wear Cloth, Light, and Medium armors that provide ample protection while not hindering their movement. They can use One-Handed Edged, One-Handed Blunts, and Daggers in melee combat. They can also carry a shield for extra protection when fighting in close quarters. Their main source of damage, though, is always their Bow or Crossbow.

As a Ranger, you learn to depend upon your ranged weapon to inflict most of your damage and to balance that with your fierce melee skills.

## COMBOS

Rangers get a few useful melee combos, but most of their power lies in using a Bow. In addition to dealing out devastating damage, a few things your combos can do are slow the enemy, make them bleed, and even pierce straight through them to hit targets behind. You want to give all your combos a good workout so that you are familiar with them. This makes it much easier to select the right one for every situation.

### ARMOR RIPPER

**Weapon Requirement** | Bow, Crossbow

The head of this arrow is designed to tear apart any armor it strikes, from plate armor to monstrously tough hides.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 15 | 498 | 45 seconds |
| 2 | 40 | 498 | 45 seconds |
| 3 | 58 | 498 | 45 seconds |

### BLEEDING PUNCTURE

**Weapon Requirement** | Bow, Crossbow

This arrow strike penetrates and passes through the enemy. The resulting puncture wound bleeds heavily causing damage for a short time.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 5 | 309 | 10 seconds |
| 2 | 36 | 341 | 15 seconds |
| 3 | 52 | 309 | 10 seconds |
| 4 | 64 | 337 | 14 seconds |

### CRIPPLE

**Weapon Requirement** | One-Handed Edged

Prevents the victim from moving for a short time, rooting them to the spot.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 50 | 163 | 30 seconds |

### CRIPPLE ENEMIES

**Weapon Requirement** | One-Handed Edged

Prevents nearby enemies from moving for a short time, rooting them to the spot.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 70 | 161 | 30 seconds |

### CRIPPLING SNIPE

**Weapon Requirement** | Bow, Crossbow

This craftily placed precise shot is intended to reduce a target's attacking capacity. For example, it is aimed at a human's sword arm or a great gorilla's shoulder muscles to weaken its thundering blows.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 28 | 408 | 30 seconds |
| 2 | 60 | 488 | 45 seconds |

### CUNNING STRIKE

**Weapon Requirement** | One-Handed Edged, One-Handed Blunt, Dagger

This vicious attack intimidates the victim, making them less likely to break off from their current target to engage the rogue. Effective when the victim is already distracted battling other foes.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 5 | 218 | 8 seconds |
| 2 | 7 | 267 | 9 seconds |
| 3 | 11 | 215 | 10 seconds |
| 4 | 13 | 262 | 11 seconds |
| 5 | 17 | 485 | 13 seconds |
| 6 | 19 | 495 | 14 seconds |

## Flesh Ripper

**Weapon Requirement** | Crossbow

This powerful arrow strike actually passes through the first target, doing horrific damage and leaving a bleeding puncture wound, and then striking any target behind.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 80 | 582 | 90 seconds |

## Heartseeker

**Weapon Requirement** | Bow, Crossbow

The ultimate feat in archery, you focus yourself and attempt to take your target down with a single devastating bowshot.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 40 | 341 | 15 seconds |

## Incapacitating Stabs

**Weapon Requirement** | One-Handed Edged

A deft and masterful strike, it snares the target, greatly reducing movement speed.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 10 | 163 | 30 seconds |
| 2 | 30 | 163 | 30 seconds |

## Piercing Shot

**Weapon Requirement** | Crossbow

The incredible force of this arrow strike drives the missile through the first target, striking any other targets in its path.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 10 | 525 | 12 seconds |
| 2 | 24 | 525 | 12 seconds |
| 3 | 48 | 587 | 15 seconds |
| 4 | 68 | 587 | 15 seconds |
| 5 | 80 | 587 | 15 seconds |

## Pin Down

**Weapon Requirement** | Bow, Crossbow

A well-placed arrow shaft that slows the target's movement.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 7 | 121 | 30 seconds |
| 2 | 20 | 121 | 30 seconds |
| 3 | 44 | 121 | 30 seconds |
| 4 | 76 | 121 | 30 seconds |

## Salvo

**Weapon Requirement** | Bow

You pull a number of arrows from your quiver and put them all to your bowstring, firing them at the same time to produce a hail of arrows.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 10 | 418 | 12 seconds |
| 2 | 24 | 418 | 12 seconds |
| 3 | 48 | 480 | 15 seconds |
| 4 | 68 | 480 | 15 seconds |
| 5 | 80 | 480 | 15 seconds |

## Shadow Snipe

**Weapon Requirement** | Bow, Crossbow

By striking when an enemy's attention is directed elsewhere this shot is less likely to attract their ire. Especially effective when the target is already distracted battling other foes. Does 100% of it's shot damage.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 72 | 133 | 45 seconds |

## Stealthy Strike

**Weapon Requirement** | Bow, Crossbow

By striking when an enemy's attention is directed elsewhere this shot is less likely to attract their ire. Especially effective when the target is already distracted battling other foes.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 32 | 133 | 20 seconds |
| 2 | 56 | 133 | 25 seconds |

## Vicious Strike

**Weapon Requirement** | One-Hand Edged, One-Handed Blunt, Dagger

This attack inflicts a bleeding wound but appears to be a negligible strike so you seem less of a combat threat. Effective when the victim is already distracted battling other foes.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 9 | 292 | 12 seconds |
| 2 | 15 | 401 | 13 seconds |

## Volley Backwards

**Weapon Requirement** | Bow

An expert shot, the force of the arrow is transmitted through the target's body, driving them backwards.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 80 | 341 | 90 seconds |

# FEATS

Both the Waylayer and the Sharpshooter trees focus on increasing a Ranger's firepower. Each contains very useful abilities and what you choose depends upon which weapons and combos you favor. Look for feats that augment abilities you tend to use the most, and don't forget that you can also spend points in the General Feat Tree for Rogues.

## WAYLAYER

Feats in this tree make you even more deadly by increasing the damage you cause with certain shots, adding bleeding effects and increasing shot penetration among other things. At the bottom of this feat tree, you can gain an ability that benefits your entire team or even sends your enemies flying with a powerful knockback!

### Puncture — Ranks: 5

Adds a chance of inflicting a bleeding wound to all ranged attacks.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 25%. |
| 3 | Increases damage by 50%. |
| 4 | Increases damage by 75%. |
| 5 | Increases damage by 150%. |

**Requires 5 Points in the Waylayer Feat Tree**

### Crossbow Specialization — Ranks: 5

Increases the damage from crossbows and increases your evade chance.

| Rank | Modifications |
|---|---|
| 1 | +0.4% Evade Chance, +3 Crossbow Damage |
| 2 | +0.8% Evade Chance, +6.1 Crossbow Damage |
| 3 | +1.2% Evade Chance, +9.1 Crossbow Damage |
| 4 | +1.6% Evade Chance, +12.2 Crossbow Damage |
| 5 | +2% Evade Chance, +15.2 Crossbow Damage |

### Scatter Shots — Ranks: 5

Increases the width of column attacks.

**Requires 10 Points in the Waylayer Feat Tree**

### Clear the Field — Ranks: 3

Your Incapacitating Stabs combo throws the target backwards before slowing their movement. Investing more feat points means more heavily armored foes can be thrown back.

### Blocker — Ranks: 5

Grants you an ability that increases your chance to block for a short time. While active, your damage is lowered.

### Debilitating Aim — Ranks: 3

Increases the detrimental effect of the Crippling Snipe and Armor Ripper combos.

**Requires 15 Points in the Waylayer Feat Tree**

### Barbed Arrows — Ranks: 3

Increases the damage done by the Flesh Ripper and Bleeding Puncture combos.

| Rank | Modifications |
|---|---|
| 1 | DPS Increase by 3.0% |
| 2 | DPS Increase by 6.0% |
| 3 | DPS Increase by 10.0% |

## Piercing Wounds Ranks: 2

Improves the bleeding wounds inflicted by the Puncture feat by increasing the damage inflicted.

| Rank | Modifications |
|---|---|
| 1 | Increases damage by 50%. |
| 2 | Increases damage by 125%. |

## Master Archer Ranks: 5

Increases the damage of all ranged combos.

| Rank | Modifications |
|---|---|
| 1 | DPS Increase by 3% |
| 2 | DPS Increase by 6% |
| 3 | DPS Increase by 9% |
| 4 | DPS Increase by 12% |
| 5 | DPS Increase by 15% |

Requires 20 Points in the Waylayer Feat Tree

## Pitch Pots Ranks: 5

Grants you an ability to throw flaming pots of pitch that explode a few seconds after. Investing more feat points increases the damage inflicted.

## Shattering Stance Ranks: 1

All attacks have a chance of damaging other enemies near the primary target in addition to knocking the target backwards.

## Piercing Stance Ranks: 1

Increases your penetration rating and the length of column attacks.

Requires 25 Points in the Waylayer Feat Tree

## Improved Pitch Pot Ranks: 3

Improves the Pitch Pot ability be segmenting the clay pot. When it explodes it scatters other charges. Adding feat points increases the number of waves of secondary explosions.

## Servant's Heart Ranks: 3

Enhances the Heartseeker Combo, granting it a chance to instantly kill a minion. This effect can only occur once per minute.

## Vicious Assault Ranks: 2

Substantially increases the chance of your group to inflict fatalities for a short period after Servant's Heart has been performed.

## Heavy Bolts Ranks: 3

Increases the damage of Crossbow specific combo lines.

| Rank | Modifications |
|---|---|
| 1 | +3 Increase to DPS |
| 2 | +6 Increase to DPS |
| 3 | +9 Increase to DPS |

Requires 30 Points in the Waylayer Feat Tree

## Hail of Fire Ranks: 5

Improves the Piercing Shot combos by adding a chance of inflicting damage on the area targeted and leaving lingering wounds on the victims.

## Piercing Shots Ranks: 5

Increases the penetration rating of all shots, reducing the effect of directional shields and damage deflection.

| Rank | Modifications |
|---|---|
| 1 | +1 Penetration Rating |
| 2 | +2 Penetration Rating |
| 3 | +3 Penetration Rating |
| 4 | +4 Penetration Rating |
| 5 | +5 Penetration Rating |

## Combo - Shield Bash Ranks 1

Weapon Requirement: One-Handed Edged with Shield, Dagger with Shield

Grants you a melee combo that inflicts extra damage. More points in this feat increases combo damage.

| Min. Level | Stamina Cost | Cooldown |
|---|---|---|
| 50 | 433 | 60 seconds |

# SHARPSHOOTER

The sharpshooter tree focuses on augmenting the strength of your shots and upping your damage. It includes feats that lower your reuse time on certain abilities, ways to increase damage, and even expose hidden enemies in your area.

## Requires 35 Points in the Waylayer Feat Tree

### Grievous Injury — Ranks: 5

Increases the damage done by Shrapnel's bleeding wound and decreases the damage of the target's attacks.

| Rank | Modifications |
|---|---|
| 1 | +20% Increase to damage |
| 2 | +40% Increase to damage |
| 3 | +60% Increase to damage |
| 4 | +80% Increase to damage |
| 5 | +100% Increase to damage |

### Booby Trap — Ranks: 3

Grants you an ability to set traps that scatter foes in the area of effect, knocking them backwards. Investing feat points increases the area of effect.

### Shattering Shots — Ranks: 5

Your ranged attacks have a chance of shattering the target's directional shielding, leaving them exposed and vulnerable in battle.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | +1 Duration |
| 3 | +2 Duration |
| 4 | +3 Duration |
| 5 | +5 Duration |

### Improved Shield Bash — Ranks: 2

Improves the Shield Bash combo by inflicting a lingering bleeding wound on the target and upgrades the Blocker ability by adding a shield that inflicts damage on attackers.

## Requires 40 Points in the Waylayer Feat Tree

### Combo - Linebreaker — Ranks: 1

Weapon Requirement: Crossbow

Grants a combo which delivers a missile attack with incredible force, driving the missile through the first target, striking any other targets in its path and knocking them aside.

| Min. Level | Stamina Cost | Cooldown |
|---|---|---|
| 70 | 1016 | 90 seconds |

### Absolute Precision — Ranks 1

Grants you an ability which increases the penetration rating of all team members for a short time.

### Focused Fire — Ranks: 5

Grants you an ability which increases the damage of your attacks for a short time.

## Requires 5 Points in the Sharpshooter Feat Tree

### Bow Specialization — Ranks: 5

Increases the chance to hit with your offhand weapon and damage done by bows.

| Rank | Modifications |
|---|---|
| 1 | +5 % Offhand Chance, +6.1 Bow Damage |
| 2 | +7 % Offhand Chance, +7.6 Bow Damage |
| 3 | +9 % Offhand Chance, +9.1 Bow Damage |
| 4 | +11 % Offhand Chance, +10.6 Bow Damage |
| 5 | +15 % Offhand Chance, +13.7 Bow Damage |

## Eagle Eye — Ranks: 5

Increases the range of bow attacks.

| Rank | Modifications |
|---|---|
| 1 | Range +1 |
| 2 | Range +2 |
| 3 | Range +3 |
| 4 | Range +4 |
| 5 | Range +5 |

Requires 10 Points in the Sharpshooter Feat Tree

## Rapid Stabs — Ranks: 3

Decreases the reuse time for your Incapacitating Stab combos, which slow an opponent's movement rate.

| Rank | Modifications |
|---|---|
| 1 | Decreases cooldown time by 2 seconds. |
| 2 | Decreases cooldown time by 3 seconds. |
| 3 | Decreases cooldown time by 5 seconds. |

## Splintering Puncture — Ranks: 3

Grants an ability that inflicts lingering bleeding wounds on other enemies nearby the primary target when the Bleeding Puncture combo is used.

## Tendon Rupture — Ranks: 3

Increases the duration of your Pin Down snare combo.

| Rank | Modifications |
|---|---|
| 1 | +1 Duration |
| 2 | +2 Duration |
| 3 | +4 Duration |

## Ricochet — Ranks: 5

Your shot has a chance of slowing the victim's movement and another enemy close to the primary target.

| Rank | Modifications |
|---|---|
| 1 | Increases the area of effect by 1 meter. |
| 2 | Increases the area of effect by 2 meters. |
| 3 | Increases the area of effect by 3 meters. |
| 4 | Increases the area of effect by 4 meters. |
| 5 | Increases the area of effect by 5 meters. |

Requires 15 Points in the Sharpshooter Feat Tree

## Quick Shots — Ranks: 5

Reduces the reuse time on all ranged combos.

| Combo | Rank 1 | Rank 2 | Rank 3 | Rank 4 | Rank 5 |
|---|---|---|---|---|---|
| Bleeding Puncture I | -0.5 | -0.7 | -0.9 | -1 | -2 |
| Bleeding Puncture II | -0.5 | -0.7 | -0.9 | -1 | -2 |
| Salvo I | -0.6 | -0.84 | -1 | -1 | -2 |
| Salvo II | -0.6 | -0.84 | -1 | -1 | -2 |
| Bleeding Puncture IV | -0.7 | -0.98 | -1 | -2 | -2 |
| Bleeding Puncture II | -0.75 | -1 | -1 | -2 | -2 |
| Heartseeker | -0.75 | -1 | -1 | -2 | -2 |
| Salvo III | -0.75 | -1 | -1 | -2 | -2 |
| Salvo IV | -0.75 | -1 | -1 | -2 | -2 |
| Salvo V | -0.75 | -1 | -1 | -2 | -2 |
| Stealthy Strike | -1 | -1 | -2 | -2 | -3 |
| Stealthy Strike II | -1 | -2 | -2 | -3 | -4 |
| Crippling Snipe I | -2 | -2 | -3 | -3 | -5 |
| Pin Down I | -2 | -2 | -3 | -3 | -5 |
| Pin Down II | -2 | -2 | -3 | -3 | -5 |
| Pin Down III | -2 | -2 | -3 | -3 | -5 |
| Pin Down IV | -2 | -2 | -3 | -3 | -5 |
| Armor Ripper I | -2 | -3 | -4 | -5 | -7 |
| Armor Ripper II | -2 | -3 | -4 | -5 | -7 |
| Armor Ripper III | -2 | -3 | -4 | -5 | -7 |
| Crippling Snipe II | -2 | -3 | -4 | -5 | -7 |
| Shadow Snipe | -2 | -3 | -4 | -5 | -7 |
| Flame Barrage | -5 | -6 | -8 | -10 | -14 |
| Volley Backwards | -5 | -6 | -8 | -10 | -14 |

## Silent Shots — Ranks: 5

Attacks performed within 10 seconds of a Stealthy Strike combo have a chance of reducing the hate generated by you for a short period of time.

Requires 20 Points in the Sharpshooter Feat Tree

## Fire Stance — Ranks: 1

Adds fire damage to normal ranged attacks and a small chance of inflicting additional bonus fire damage.

## Sniper Stance — Ranks: 1

Increases the damage of your attacks and your chance to hit.

## Knee-Capping — Ranks: 2

Your shots have a small chance of briefly rooting the target to the ground, preventing movement.

## Requires 25 Points in the Sharpshooter Feat Tree

### Sulfurous Burst — Ranks: 1

Grants you an ability which reveals any hidden enemies in the vicinity by lighting up the area.

### Sulfurous Blast — Ranks: 5

Improves the Sulfurous Burst ability, increasing the radius and causing it to inflict burning wounds on all hostile targets in the area.

| Rank | Modifications |
|---|---|
| 1 | Increases area of affect by 1 meter |
| 2 | Increases area of affect by 2 meter |
| 3 | Increases area of affect by 3 meter |
| 4 | Increases area of affect by 4 meter |
| 5 | Increases area of affect by 5 meter |

### Cold Nerves — Ranks: 3

Reduces the stamina cost of all ranged combos.

| Rank | Modifications |
|---|---|
| 1 | -5 Stamina Cost |
| 2 | -10 Stamina Cost |
| 3 | -15 Stamina Cost |

### Deadeye — Ranks: 3

Your expertise with a bow reaches near superhuman levels, increasing the damage done by all bow combos.

| Rank | Modifications |
|---|---|
| 1 | DPS Increase by 3% |
| 2 | DPS Increase by 6% |
| 3 | DPS Increase by 10% |

## Requires 30 Points in the Sharpshooter Feat Tree

### Fire Trap — Ranks: 5

Grants you a trap that detonates and inflicts fire damage when triggered. Investing feat points increases area of effect and damage.

### Marked Target — Ranks: 5

Grants you an ability which increases the damage done by successive bow strikes to the target. This special ability can be applied up to five times.

### Critical Aim — Ranks: 3

Grants you an ability that increase the critical chance on the next blow that triggers a combo. Each point invested increases the critical chance by 33%.

| Rank | Modifications |
|---|---|
| 1 | Critical chance increase by 33% |
| 2 | Critical chance increase by 66% |
| 3 | Critical chance increase by 100% |

## Requires 35 Points in the Sharpshooter Feat Tree

### Combo - Immolation — Ranks: 5

**Weapon Requirement: One Handed Edged**

Grants you a combo which makes your target burst into flames and fire, screaming in fear and panic.

| Min. Level | Stamina Cost | Cooldown |
|---|---|---|
| 60 | 433 | 60 seconds |

| Rank | Modifications |
|---|---|
| 1 | +1 Duration, +2% increase to DPS |
| 2 | +2 Duration, +4% increase to DPS |
| 3 | +3 Duration, +6% increase to DPS |
| 4 | +4 Duration, +8% increase to DPS |
| 5 | +5 Duration, +10% increase to DPS |

### Improved Immolation — Ranks: 3

Upgrades the Immolation feat by spreading the flames to other nearby enemies. Investing more feat points increases the radius and number of spreading fire points.

### Marked for Death — Ranks 5

Improves Marked Target, allowing it to increase the damage done by melee attacks.

## Requires 40 Points in the Sharpshooter Feat Tree

### Combo - Flame Barrage — Ranks: 1

**Weapon Requirement: Bow**

Deals fire damage to the target and the area around them. They continue to burn for a short time inflicting fire damage on those nearby.

| Min. Level | Stamina Cost | Cooldown |
|---|---|---|
| 70 | 606 | 90 seconds |

### Volley — Ranks: 1

Grants you an ability which for a short time converts all your ranged attacks into barrages which affect all enemies in the area.

# THE RANGER

Garaox moved cautiously through the undergrowth, trying to minimize the signs of his passing as much as possible. He felt at a disadvantage here in the dense, humid jungle, being used to the cool plains of the Wild Lands.

He'd been hired to search for a missing girl and had found her, or what was left of her, near an abandoned hut, no doubt in his mind that her death was the work of the nearby Picts. They had ventured closer and closer to the town in recent months and the townsfolk were rightfully worried. He started back toward civilization by a different route, hoping to avoid any Picts about. He had no desire for his head to end up decorating a Pict pole.

Even now, in the evening, his light armor stuck to his skin as he shifted the weight of his quiver. As he walked on, he noticed fire light ahead and crouched low, silently unslinging his bow. He crept up, not sure what to expect, but not at all surprised when he heard the harsh syllables of the Pictish dialect ringing through the jungle.

He crept forward, on the lookout for any patrols. He couldn't deliver any good information about the girl, but maybe he could at least find out what the painted men were up to.

The camp was large, by Pict standards anyway. Several rough wooden huts clustered around a large central fire. Gathered around it was possibly the biggest savage war band he had ever seen. Men of several tribes sat or stood around the fire, which was strange enough. As often as not, the Pict warred with each other and rarely took council between tribes. Garaox made his way around the outskirts of the camp and found a spot where he hoped the foliage would keep him hidden.

At the center of the gathering was a wizened old man, bent forward as if he would fall over if the rudely carved staff on which he leaned were removed. His voice was at odds with his form, for it was not feeble at all. He spoke with authority and all the assembled Picts listened attentively. Next to the old man stood a large man, broader than the warriors that flanked him. The golden torc at his neck and the more detailed body paint marked him as someone important, probably a Chieftain.

Garaox watched as the old man spoke to the warriors, gesticulating wildly toward the city as he made each point. The ranger didn't speak the Pictish tongue, but he believed he understood the meaning well enough. The warriors were becoming agitated, even excited. Several hands opened and closed as if feeling the imagined weight of their sharp pikes. It looked as though the feared attack, the one the town had been worried about for months, was going to take place tonight!

He was at a loss for what to do. He would never make it back to the town in time to raise the alarm. He had to think of something.

The old shaman continued to talk, his voice rising in pitch and volume as the warriors looked ready to grab their weapons and run off at any minute. He knew his life would be forfeit, but maybe he could at least slow them down. As quietly as he could, he took two arrows from his quiver, knocking one and took careful aim. Although none of the Picts had seen him yet, he knew he would only get one shot off, two if he were extremely lucky.

The first arrow flew true, as he knew it would. The shaman went down without a sound, an arrow sticking out of his temple. Before he had hit the ground Garaox had let another arrow fly toward the chieftain. The large man reacted quickly enough to see the arrow come at him, lodging itself in his chest, but not quickly enough to avoid it. Garaox didn't stay to see him fall but moved as soon as he loosed his shot.

It was said that no one could outrun a Pict in his own jungle. Garaox was about to find out.

## Skills

When spending your Skill Points, always raise your Bandaging Skill first to increase your rate of health regeneration. This also decreases your downtime between fights.
Hiding is also very useful for a Ranger. A high Hiding Skill can go a long way toward creating an opportunity to ambush foes. Using Hide, you can line up the perfect shot before your foe even knows he is in danger! If you plan to PvP, Perception is a valuable skill as it helps you be on the lookout for sneaky opponents.

## Tracking and Trapping

Rangers are not only skilled in combat, but are also highly proficient at tracking down friends and foes alike, as well as laying traps for unsuspecting enemies.
When you use your Tracking ability, a window appears on your screen, listing all nearby targets and their distance from you. Once you select a target, hit OK and its location appears on your minimap! This is great when you need to track down a specific person or creature.
The Ranger can also use Traps. Though your options are limited to start with, through the different feat lines you can learn different types of traps to both hold and damage your foes. Traps are very useful in evening the odds in a difficult battle.

## Attributes

Dexterity is a Ranger's most important attribute, as it increases your Defense Rating and Stamina. Constitution is a good choice as well, since it increases your Life and Stamina.

## Soloing

Rangers are a very strong class in solo play. The range on a Ranger's Bow or Crossbow creates some distance between a Ranger and his target. Fill your foes full of arrows as they quickly approach. Many times, your foes will drop at your feet, never getting a chance to inflict damage. When a foe gets close, just switch to your melee weapons and continue the fight. A Ranger's ranged weapons may outshine his melee skills, but he still possesses some very decent melee moves so use them when the situation arises.

### PRECISION AIMING

When a Ranger's Bow or Crossbow is equipped, zoom in to access the targeting reticule. You can then aim it more precisely by using your mouse. You don't need to aim in this manner to attack your foes, but you do receive a bonus to your range while doing so. This makes aiming a great tool when trying to hit targets from afar.

## Grouping

Rangers are an asset to any team. With abilities that can damage foes over time, slow them down, and generally just take them out of the fight, you can contribute significantly toward the team's efforts. When playing with a group, don't unleash so much damage that the enemy becomes aware of your presence. However, if you manage to draw its ire, don't worry; wearing Medium Armor provides some protection. Just stop damaging the enemy and give the tank time to taunt it back.

## PvP

Rangers are great in PvP play. A Ranger's superior range allows him to inflict a great deal of damage before the target can arrive. When choosing targets, fight ones who are lightly armored; this makes it easier for your arrows to pierce the skin. Make sure you carry both Stamina and Health potions into PvP play. This way you will be prepared if you run out of Stamina.

# SOLDIER

Their specializations may differ, but those who follow the path of the Soldier have many things in common. Guardians, Dark Templars, and Conquerors all yearn to feel the heat of battle. Soldiers are the heart of any team, using their skills to take the brunt of the damage in any fight. In turn, they provide those with other skills the time and space needed to practice their own fighting styles.

A Soldier's general Feat Tree contains many abilities. You can increase your Health Regeneration, Boost your Invulnerabilities and learn new ways to keep the attention of enemies to name a few. You can also learn to counterattack and deal with damage in other ways. The specialized feat trees for each class are full of useful choices, but when spending your Feat Points, don't overlook this general tree.

## FEATS

### RECOVERY — RANKS: 5

Increases your rate of life regeneration both in and out of combat. The effect is greatly increased when outside of combat.

| Rank | Modifications |
|---|---|
| 1 | +67.7 Natural Health Regen |
| 2 | +88.6 Natural Health Regen |
| 3 | +109.8 Natural Health Regen |
| 4 | +130.9 Natural Health Regen |
| 5 | +173.5 Natural Health Regen |

Requires 5 Points in the Soldier Feat Tree

### STONE SKIN — RANKS: 5

Increases your elemental resistances.

| Rank | Modifications |
|---|---|
| 1 | +1.0% Cold, Fire, Electrical, Holy, and Unholy Invulnerability. |
| 2 | +2.0% Cold, Fire, Electrical, Holy, and Unholy Invulnerability. |
| 3 | +3.0% Cold, Fire, Electrical, Holy, and Unholy Invulnerability. |
| 4 | +4.0% Cold, Fire, Electrical, Holy, and Unholy Invulnerability. |
| 5 | +5.0% Cold, Fire, Electrical, Holy, and Unholy Invulnerability. |

### IMPROVED FRENZY STANCE — RANKS: 5

Increases the damage multiplier benefit you receive while in Frenzy Stance. The effect of the benefit increases with the amount of points put into the feat.

### HATEFUL STRIKES — RANKS: 3

Grants a special ability that increases your hate generation for a short period.

### GOAD — RANKS: 1

Your derisory insults incense the target, making them attack you and ignore other threats.

### IMPROVED DEFENSIVE STANCE — RANKS: 5

Slightly increases the invulnerability ratings benefit you receive while in Defensive Stance. The effect of the benefit increases with the amount of points put into the feat.

### IRON SKIN — RANKS: 5

Increases your physical resistances.

| Rank | Modifications |
|---|---|
| 1 | +1.0% Slashing, Piercing, Crushing, and Poison Invulnerability |
| 2 | +2.0% Slashing, Piercing, Crushing, and Poison Invulnerability |
| 3 | +3.0% Slashing, Piercing, Crushing, and Poison Invulnerability |
| 4 | +4.0% Slashing, Piercing, Crushing, and Poison Invulnerability |
| 5 | +5.0% Slashing, Piercing, Crushing, and Poison Invulnerability |

## Requires 10 Points in the Soldier Feat Tree

### Burning Vigor — Ranks: 3

You have a chance to gain a surge of health whenever you are damaged by sorcery.

| Rank | Modifications |
|---|---|
| 1 | +3% Chance |
| 2 | +6% Chance, Increase healing by 50%. |
| 3 | +10% Chance, Increases healing by 200%. |

### Sustained Rage — Ranks: 3

Increases the damage inflicted by your attacks.

| Rank | Modifications |
|---|---|
| 1 | +2.8 Damage |
| 2 | +5.6 Damage |
| 3 | +9.4 Damage |

### Counterstrike Stance — Ranks: 3

Augments Defensive Stance with a damage shield so any enemy striking the shield takes damage. Extra feat points invested increase the damage inflicted.

### Surging Health — Ranks: 3

You have a chance to gain a surge of health whenever you are physically struck in combat while in Defensive Stance.

| Rank | Modifications |
|---|---|
| 1 | +2% Chance |
| 2 | +4% Chance, Increase healing by 50%. |
| 3 | +6% Chance, Increases healing by 200%. |

## Requires 15 Points in the Soldier Feat Tree

### Guarded Frenzy — Ranks: 3

Permanently decreases the defensive penalty incurred during Frenzy Stance.

### Anticipation — Ranks: 1

You prepare to counterattack incoming blows. While in Defensive Stance, you have a high chance of automatically retaliating against enemy attacks.

### Cunning Deflection — Ranks: 1

This quick ability deflects half the damage inflicted by the next attack and for a short time shields you from a high amount of damage. Any enemy striking this shield takes 50% of the damage back.

### Lifesaver — Ranks: 3

Adds life regeneration to your Defensive Stance.

## Requires 20 Points in the Soldier Feat Tree

### Volcanic Rage — Ranks: 1

You unleash your fury, increasing the damage inflicted by your attacks for a short time.

### Goad Mob — Ranks: 1

This ability incense any enemies in the area, making them attack you and ignore other targets.

### Improved Goad Mob — Ranks: 1

This increases the area of effect of your Goad Mob ability, which draws attackers to you in battle and locks them into combat.

# CONQUEROR

Conquerors have always been found on the battlefields of Hyboria. Along with their Soldier brethren, they stand at the front of the battle meeting the enemy head on in a rush of flying steel and hot blood, exhorting their comrades to great deeds and casting their enemies down to be trampled by the opposing host.

Only Cimmerians and Aquilonians can follow the path of the Conqueror, as Stygians have little use for a martial trade that doesn't involve the arcane arts. Conquerors can wear Light, Medium, and Heavy Armors, although the latter is definitely preferred. They can wield a variety of weapons: One-Handed and Two-Handed Blunt, One-Handed and Two-Handed Edged, Crossbows and Thrown weapons. They can also dual-wield One-Handed weapons, making them a versatile and challenging class.

Like other Soldiers, you can adjust your stance to fit the need of the hour. Defensive Stance provides the ability to "tank" for a group (taking the brunt of the damage), while Frenzy Stance creates the ability to deal out extra damage, although at a cost to your defense. The wide range of capabilities available to the Conqueror make the class both interesting and exciting to play.

## COMBOS

At the center of a Conquerer's arsenal is a library of combos. Each one inflicts damage to your foe in some form, oftentimes leaving behind a bleeding wound or other detrimental effect that they don't expect.

### BATTER ASIDE

| Weapon Requirement | Two-Handed Edged, Two-Handed Blunt |
|---|---|

By throwing your full weight behind this two handed blow you gain incredible leverage and fling back your opponent.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 17 | 247 | 60 seconds |
| 2 | 32 | 247 | 60 seconds |
| 3 | 48 | 234 | 60 seconds |
| 4 | 68 | 234 | 60 seconds |

### BLOODBATH

| Weapon Requirement | Dualwield Sword/Blunt/Axe |
|---|---|

With sweeping slashing attacks you inflict bleeding wounds on the enemies standing before you.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 10 | 169 | 10 seconds |
| 2 | 20 | 243 | 10 seconds |
| 3 | 28 | 256 | 10 seconds |
| 4 | 44 | 345 | 10 seconds |
| 5 | 72 | 384 | 10 seconds |
| 6 | 80 | 510 | 10 seconds |

### BLOODY HACK

| Weapon Requirement | Dualwield Sword/Blunt/Axe |
|---|---|

Your whirling slashing attack inflicts a bleeding wound.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 15 | 204 | 10 seconds |
| 2 | 36 | 258 | 10 seconds |
| 3 | 40 | 267 | 10 seconds |
| 4 | 56 | 343 | 10 seconds |
| 5 | 60 | 353 | 10 seconds |
| 6 | 68 | 473 | 10 seconds |

### BREACH

| Weapon Requirement | Dualwield Sword/Blunt/Axe |
|---|---|

A double blow intended to batter aside your enemy's defense. It decreases your opponent's chance to block blows who also suffer more damage from attacks.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 13 | 232 | 45 seconds |
| 2 | 24 | 392 | 45 seconds |
| 3 | 52 | 499 | 45 seconds |
| 4 | 76 | 690 | 45 seconds |

### BRUTAL ENRAGING STRIKE

You taunt your enemy as they attack to lock them into combat with you. Useful in battle, the actions of an enraged enemy can be predicted and dealt with more easily.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 7 | 195 | 9 seconds |
| 2 | 13 | 173 | 11 seconds |
| 3 | 19 | 303 | 13 seconds |

## Brutal Enraging Wound

Another goading attack that inflames the enemy, it also opens up a wound that bleeds for a short time. Often this is a slash at the opponents face intended to leave them with an ugly vicious scar, to remember you by.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 15 | 217 | 13 seconds |

## Enraging Strike

A combination of low blow and verbal goading intended to infuriate an attacker and lock them into combat with you.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 5 | 151 | 8 seconds |
| 2 | 11 | 217 | 10 seconds |
| 3 | 17 | 217 | 10 seconds |

## Enraging Wound

Another a goading attack that inflames the enemy, it also opens up a wound that bleeds for a short time. Often this is a slash at the opponent's face intended to leave them with an ugly viscous scar, to remember you by.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 9 | 217 | 12 seconds |

## Feint Attack

**Weapon Requirement** | Two-Handed Edged, Two-Handed Blunt

This maneuver draws the enemy's defense, keeps them off balance and opens their guard lowering the victim's defense rating.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 7 | 290 | 15 seconds |
| 2 | 20 | 273 | 15 seconds |
| 3 | 28 | 327 | 15 seconds |
| 4 | 44 | 390 | 15 seconds |

## Guard of Dancing Steel

**Weapon Requirement** | Two-Handed Edged, Two-Handed Blunt

Not only does this flashing lattice of swordplay give you an increased chance of dodging enemy blows, your enemy risks deadly fast counterattacks from you.



| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 20 | 238 | 20 seconds |
| 2 | 36 | 347 | 20 seconds |
| 3 | 52 | 586 | 20 seconds |

## Hail of Furious Strikes

**Weapon Requirement** | Two-Handed Edged, Two-Handed Blunt

Brute strength and rage replaces subtle sword-work as you rapidly hammer blows down upon your opponent.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 5 | 193 | 10 seconds |
| 2 | 15 | 297 | 10 seconds |
| 3 | 24 | 297 | 10 seconds |
| 4 | 40 | 375 | 10 seconds |
| 5 | 60 | 386 | 10 seconds |
| 6 | 80 | 455 | 10 seconds |

## Improved Feint Attack

**Weapon Requirement** | Two-Handed Edged, Two-Handed Blunt

You lure your enemy into even more disadvantageous positions with this strike, furthering lowering their melee defense.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 56 | 458 | 15 seconds |
| 2 | 64 | 403 | 15 seconds |
| 3 | 76 | 553 | 15 seconds |
| 4 | 80 | 625 | 15 seconds |

## Rally

**Weapon Requirement** | Dualwield Sword/Blunt/Axe

You exalt your companions to greater deeds, increasing their resistance to enemy blows.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 20 | 238 | 30 seconds |
| 2 | 32 | 349 | 30 seconds |
| 3 | 48 | 534 | 30 seconds |
| 4 | 64 | 640 | 30 seconds |
| 5 | 80 | 677 | 30 seconds |

# Command Abilities

Conquerors are at the forefront of any battle, leading their allies to victory. These command Abilities aid them in winning the day.

## Barrage Command

Wit a bellowing cry you call commands to allies standing behind you, increasing their ranged and magical damage.

## Battle Orders

You bark orders at allies standing on either side of you, increasing the damage inflicted by their blows.

## Charge

You launch yourself at the enemy, charging towards them. There must be a direct path to the target, free of all obstacles.

## Cover Command

Your defensive orders ring out over the battlefield. Allies standing behind you are healed by ranged or magical attacks. This healing only occurs once every few seconds.

## Fire Weave

Deeds done at the Battle of Venarium still burn within the hearts of Conquerors and with this cry those fires become manifest. Attacks have a chance of inflicting instant fire damage on the target and also making the target more susceptible to fire damage.

## Formation of Resolve

Your call reinforces the ranks. Allies standing in front of you gain a chance of recovering a small amount of stamina when struck by a melee attack.

## Formation of Retribution

This stirring battle cry gives allies standing in front of you a chance of causing retributive damage on their attacker when struck with a melee attack.

## Formation of Steel

You bark commands at allies standing in front of you, strengthening their defensive lines and enabling allies to ignore a small amount of damage inflicted on them.

## Hoarfrost

Grants bonus cold damage to all the melee and ranged attacks of your team. These attacks also have a chance of inflicting instant cold damage on the target and making them more susceptible to cold damage.

## Incite the Ranks

This rallying cry increases the damage done by you and your comrades in arms.

## Inspire the Ranks

With words of encouragement and leading by example, you wash away fatigue and inspire the weary, constantly replenishing your force's stamina. Cannot be cast while Shield of Retribution or To the Death are active.

## Marshal the Ranks

This rallying cry increases the chances to hit of you and your comrades in arms.

## Rage of the Tempest

Like an angry storm, you charge your army with such intensity it manifests as crackling energy around you and grants bonus electrical damage to all the melee and ranged attacks of the squad. Attacks have a chance of inflicting instant electrical damage on the target and any enemies nearby.

## Rally the Troops

Emboldened and inspired by the heroes and legends of battle, you take on an almost divine mantle and constantly replenish the mana and stamina of your forces.

## Resolute Orders

You shout commands at allies standing to either side of you and they gain a chance to regain a small amount of stamina and health when making melee attacks.

## Shield of Retribution

The battle oath, to strike back at any that lands a blow, provides a damage shield dealing damage to any attacker. Your damage shield is more powerful than those placed on the rest of your team. Cannot be cast while Inspire the Ranks or To the Death is active.

## Skirmish Orders

The attacks of allies standing to your sides are treated as less of a threat, so in battle enemies are less likely to switch targets to engage the attacker. Those in defensive stances usually generate mores threat.

## Steadfast Command

Allies to the rear of you are commanded to hold fast, gaining increased Stamina and Mana regeneration.

## To the Death

A final stand before death. You become invulnerable to any damage while your stamina remains and if it runs out you instantly die. Battle Cry, healing spells, healing potions, or stamina potions are ineffective while active. Existing healing or stamina potion effects are cancelled by using this ability.

## Vitalize the Ranks

Your bold leadership instills an almost supernatural spirit in those you lead. You constantly replenish your team's mana levels.

# FEATS

Both the Carnage and Brute Feat Trees offer a wide variety of choices to increase your damage capabilitiy. You can even increase your ability to encourage and protect your comrades, as well as yourself. With all these choices, don't forget that you can also spend points in your archetype Feat Tree. The feats there are no less powerful than your specialized ones, and often a mix-and-match approach is best when choosing where to spend your feat points.

## CARNAGE

The Carnage tree focuses on increasing your damage and augmenting your special abilities in ways to help you and your allies perform well in battle. You can raise your critical strike chance, increase the chance off offhand attacks, reduce the cooldowns on your combos, and you can even get an ability that heals you and your allies under certain circumstances. If you spend points at the bottom of the tree, you can even learn a deadly whirlwind attack that smites all the enemies around you!

### LACERATE — RANKS: 5

All your secondary attacks have a chance of inflicting a wound that bleeds for a short time.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 15% |
| 3 | Increases damage by 25% |
| 4 | Increases damage by 35% |
| 5 | Increases damage by 60% |

**Requires 5 Points in the Carnage Feat Tree**

### SECONDARY LACERATION — RANKS: 5

All your secondary attacks have an improved chance of inflicting a wound that bleeds for a short time.

| Rank | Modifications |
|---|---|
| 1 | +2.1 One-Handed Edged Damage,+2.1 One-Handed Blunt Damage |
| 2 | +3.7 One-Handed Edged Damage,+3.7 One-Handed Blunt Damage |
| 3 | +5.2 One-Handed Edged Damage,+5.2 One-Handed Blunt Damage |
| 4 | +6.8 One-Handed Edged Damage,+6.8 One-Handed Blunt Damage |
| 5 | +9.9 One-Handed Edged Damage,+9.9 One-Handed Blunt Damage |

### ANNIHILATE — RANKS: 3

Grants you an ability which greatly increases the critical strike chance of your next combo.

### FIERCE OPENING — RANKS: 3

Increases the opening damage done by all combos

**Requires 10 Points in the Carnage Feat Tree**

### OFFHAND PRECISION — RANKS: 5

Your offhand weapon has an increased chance to hit.

| Rank | Modifications |
|---|---|
| 1 | +1% Offhand Chance |
| 2 | +2% Offhand Chance |
| 3 | +3% Offhand Chance |
| 4 | +4% Offhand Chance |
| 5 | +5% Offhand Chance |

### IMPROVED WRATH — RANKS: 5

Augments the Fire Weave special ability by increasing the damage done and chance for the effect to trigger.

| Rank | Modifications |
|---|---|
| 1 | Increases damage by 15%. |
| 2 | Increases damage by 25%. |
| 3 | Increases damage by 35%. |
| 4 | Increases damage by 45%. |
| 5 | Increases damage by 65%. |

### LINGERING WRATH — RANKS: 1

Improves the Fire Weave special ability by adding a burning wound that damages the target for a short time.

## Requires 15 Points in the Carnage Feat Tree

### Defiance — Ranks: 5

Grants you an ability that heals all team members. Can only be used if Furious Inspiration is active.

### Improved Defiance — Ranks: 3

Adds a stamina and mana regeneration effect to your Defiance ability.

### Rend and Tear — Ranks: 5

Increases the bleeding damage inflicted by the Bloodbath combos.

| Rank | Modifications |
|---|---|
| 1 | Increases damage by 25% |
| 2 | Increases damage by 37.5% |
| 3 | Increases damage by 50% |
| 4 | Increases damage by 62.5% |
| 5 | Increases damage by 87.5% |

### War Lord — Ranks: 1

A permanent ability that increases the stamina and mana renewal rates of you and your allies.

### War Lord's March — Ranks: 3

Improves the War Leader ability by also increasing out of combat movement speed.

## Requires 20 Points in the Carnage Feat Tree

### Bladeweave — Ranks: 1

Replaces the Furious Inspiration effect (when active) with an increased chance to hit with an offhand weapon.

### Bloodlust

Reduces the reuse time for all dual wield combos.

| Combo Affected | Rank 1 |
|---|---|
| Bloodbath I | 1 |
| Bloodbath II | 1 |
| Bloodbath III | 1 |
| Bloodbath IV | 1 |
| Bloodbath V | 1 |
| Bloodbath IV | 1 |
| Bloody Hack I | 1 |
| Bloody Hack II | 1 |
| Bloody Hack III | 1 |
| Bloody Hack IV | 1 |
| Bloody Hack V | 1 |
| Bloody Hack VI | 1 |
| Rally I | 3 |
| Rally II | 3 |
| Rally III | 3 |
| Rally IV | 3 |
| Rally V | 3 |
| Breach I | 5 |
| Breach II | 5 |
| Breach III | 5 |
| Breach IV | 5 |
| Flashing Defense | 5 |
| Whirlwind | 10 |

## Requires 25 Points in the Carnage Feat Tree

### Improved Inspire — Ranks: 3

Augments the Inspire the Ranks special ability by also substantially increasing the combat effectiveness of you and your battle-mates.

| Rank | Modifications |
|---|---|
| 1 | Increases Stamina renewal by 10% |
| 2 | Increases Stamina renewal by 20% |
| 3 | Increases Stamina renewal by 35% |

### Skirmisher — Ranks: 1

Grants you the ability to increase your movement speed but reduces the damage done by your attacks and makes you easier to knock back.

### Rend Flesh — Ranks: 3

Grants you an ability that empowers your attacks for a short time, inflicting a bleeding wound on each target struck. Each strike costs you stamina.

## Improved Rend — Ranks: 5

Augments the Rend Flesh feat by adding slashing damage to each bleeding wound, but increases your stamina cost.

## Reaping Blade — Ranks: 1

Grants you the ability to improve the chance to hit with your offhand attacks to 100% for a short time.

### Requires 30 Points in the Carnage Feat Tree

## Crippling Bloodbath — Ranks: 1

Improves the Bloodbath combos by decreasing the target's movement speed.

## Lightning Steel — Ranks: 5

Increases damage inflicted with One-Handed Edged and One-Handed Blunt weapons. Your offhand attacks gain a chance of increasing the frequency of offhand attacks. Once gained, successful offhand attacks refresh the duration of the bonus.

| Rank | Modifications |
|---|---|
| 1 | +2.1 One-Handed Edged Damage,+2.1 One-Handed Blunt Damage |
| 2 | +4.2 One-Handed Edged Damage,+4.2 One-Handed Blunt Damage |
| 3 | +6.3 One-Handed Edged Damage,+6.3 One-Handed Blunt Damage |
| 4 | +8.4 One-Handed Edged Damage,+8.4 One-Handed Blunt Damage |
| 5 | +12.5 One-Handed Edged Damage,+12.5 One-Handed Blunt Damage |

## Improved Bloody Hack — Ranks: 5

Increases the damage done by your Bloody Hack combos.

| Rank | Modifications |
|---|---|
| 1 | DPS Increase by 10% |
| 2 | DPS Increase by 15% |
| 3 | DPS Increase by 20% |
| 4 | DPS Increase by 25% |
| 5 | DPS Increase by 35% |

## Tactical Mastery — Ranks: 2

Decreases the cooldown of all Orders, Commands and Formations.

| Rank | Modifications |
|---|---|
| 1 | -5 seconds |
| 2 | -12 seconds |

## Cunning — Ranks: 3

Grants you an ability that has a chance of making your attacks less likely to draw reprisal attacks from your foes. Investing feat points makes targets even more unlikely to engage you.

### Requires 40 Points in the Carnage Feat Tree

## Combo – Flashing Defense — Ranks: 1

**Weapon Requirement: Dualwield Sword/Blunt/Axe**

Greatly increases your ability to evade blows but lowers the damage done by your attacks.

| Min. Level | Stamina Cost | Cooldown |
|---|---|---|
| 70 | 488 | 45 seconds |

## Quick Vengeance — Ranks: 5

Whenever attacked by an enemy there is a chance that for a short time your attacks cause more damage and the chance of your offhand attack hitting increases.

## Combo – Whirlwind — Ranks: 1

**Weapon Requirement: Dualwield Sword/Blunt/Axe**

The Whirlwind combo attack lashes out at all nearby enemies. The strikes fall with such force they have a high chance of critically injuring victims.

| Min. Level | Stamina Cost | Cooldown |
|---|---|---|
| 70 | 825 | 90 seconds |

### Requires 35 Points in the Carnage Feat Tree

## Art of War — Ranks: 5

Permanently increases the amount of hate generated by your attacks and enables the Subtlety of War strategy.

| Rank | Modifications |
|---|---|
| 1 | +2% Hate Modifier |
| 2 | +3% Hate Modifier |
| 3 | +5% Hate Modifier |
| 4 | +7% Hate Modifier |
| 5 | +10% Hate Modifier |

# BRUTE

The Brute feat tree offers many choices to increase your damage, especially damage dealt with a Two-Handed weapon. It helps to increase your threat to keep your foe's attention. Other feats cause you to leave bleeding wounds on your target, slowly bleeding them dry, while still others boost your invulnerabilities. At the bottom of the tree, you can even find an ability that makes you invulnerable for a short time.

## Guardsman Feint Ranks: 5

You gain increased invulnerability ratings for a short time using Feint Attack combos.

Requires 5 Points in the Brute Feat Tree

## Two-Handed Master Ranks: 5

Increases the damage done by your Two-Handed attacks, both Edged and Blunt.

| Rank | Modifications |
|---|---|
| 1 | +2.7 Two-Handed Edged Damage,+2.7 Two-Handed Blunt Damage |
| 2 | +4.4 Two-Handed Edged Damage,+4.4 Two-Handed Blunt Damage |
| 3 | +6.1 Two-Handed Edged Damage,+6.1 Two-Handed Blunt Damage |
| 4 | +7.7 Two-Handed Edged Damage,+7.7 Two-Handed Blunt Damage |
| 5 | +11.4 Two-Handed Edged Damage,+11.4 Two-Handed Blunt Damage |

## Lumbering Hulk Ranks: 3

Grants you an ability which for a short time increases your life regeneration and damage inflicted on attacks but reduces your movement speed.

Requires 10 Points in the Brute Feat Tree

## Power Counterstrike Ranks: 5

Increases the damage done by all Guard of Dancing Steel combos.

| Rank | Modifications |
|---|---|
| 1 | Increases damage by 25% |
| 2 | Increases damage by 37.5% |
| 3 | Increases damage by 50% |
| 4 | Increases damage by 62.5% |
| 5 | Increases damage by 87.5% |

## Improved Furious Inspiration Ranks: 5

Increases the healing power of your Furious Inspiration ability.

## Devastate Ranks: 5

Increases the damage done by the Batter Aside and Hail of Furious Strikes combos.

| Rank | Modifications |
|---|---|
| 1 | DPS Increase by 4.3% |
| 2 | DPS Increase by 6.5% |
| 3 | DPS Increase by 8.8% |
| 4 | DPS Increase by 11.0% |
| 5 | DPS Increase by 15.5% |

Requires 15 Points in the Brute Feat Tree

## Combo - Throat Slash Ranks: 1

This swift combo momentarily stuns the target.

| Min. Level | Stamina Cost | Cooldown |
|---|---|---|
| 25 | 151 | 15 seconds |

## Deep Wounds — Ranks: 5

Your attacks have a chance of inflicting a bleeding wound on your target. You can have 3 such wounds active.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 15% |
| 3 | Increases damage by 25% |
| 4 | Increases damage by 35% |
| 5 | Increases damage by 60% |

## Improved Lumbering Hulk — Ranks: 3

Increases the rate of life regeneration and damage done by your attacks.

## Burst of Aggression — Ranks: 1

Grants you an ability to empower your next attack so it knocks your enemy backwards and for a short time makes them more likely to ignore other targets and only attack you.

## Power Feint — Ranks: 5

Increases the damage done by all Two-Handed Feint Attack combos.

| Rank | Modifications |
|---|---|
| 1 | DPS Increase by 4% |
| 2 | DPS Increase by 6.3% |
| 3 | DPS Increase by 8.5% |
| 4 | DPS Increase by 10.8% |
| 5 | DPS Increase by 15.3% |

## Requires 20 Points in the Brute Feat Tree

## Crushing Onslaught — Ranks: 1

Grants you an ability to empower your next attack so it reduces the target's movement speed and damage done by their attacks.

## Heroic Call — Ranks: 1

Grants you an ability which plants a banner in the ground, increasing the damage of your team.

## Remorseless Aggression — Ranks: 1

Reduces the reuse time of all Two-Handed combos.

| Combo Affected | Decrease |
|---|---|
| Hail of Furious Strikes I | -1 |
| Hail of Furious Strikes II | -1 |
| Hail of Furious Strikes III | -1 |
| Hail of Furious Strikes IV | -1 |
| Hail of Furious Strikes V | -1 |
| Hail of Furious Strikes VI | -1 |
| Feint Attack I | -2 |
| Feint Attack II | -2 |
| Feint Attack III | -2 |
| Feint Attack IV | -2 |
| Guard of Dancing Steel I | -2 |
| Guard of Dancing Steel II | -2 |
| Guard of Dancing Steel III | -2 |
| Guard of Dancing Steel IV | -2 |
| Improved Feint Attack I | -2 |
| Improved Feint Attack II | -2 |
| Improved Feint Attack III | -2 |
| Batter Aside I | -6 |
| Batter Aside II | -6 |
| Batter Aside III | -6 |
| Batter Aside IV | -6 |

## Requires 25 Points in the Brute Feat Tree

## Cold Steel — Ranks: 5

Improves Hoarfrost by increasing the frequency and amount of cold damage inflicted. More points in this feat increase the frequency and damage bonus.

## Frostbite — Ranks: 1

Improves the Hoarfrost special ability by additionally lowering the damage of any foe hit by the Hoarfrost effect.

## Improved Vitalize — Ranks: 3

Augments the Vitalize the Ranks special ability by increasing the rate of mana regeneration.

| Rank | Modifications |
|---|---|
| 1 | Increases Healing by 10% |
| 2 | Increases Healing by 20% |
| 3 | Increases Healing by 35% |

## Legendary Heroic Call — Ranks: 3

Improves the Heroic Call ability by increasing the damage bonus, adding a life regeneration effect and adding bonus magic damage.

## At Death's Door Ranks: 3

Increases the elemental invulnerability bonuses of your war cry To the Death and all team members receive an immunity rating increase. Hostile spell damage has a chance of being reflected. Investing more feat points increases these chances.

### Requires 30 Points in the Brute Feat Tree

## Improved Shield of Retribution Ranks: 5

Increases the damage done by Shield of Retribution counterattacks. Each foe that attacks you increases the damage inflicted by the retaliatory strike from your Guard of Dancing Steel.

## Mocking Sneer Ranks: 5

The attacks that trigger two-handed combos are substantially more threatening and in addition, foes affected that attack you grant you a damage bonus.

## Angel of Fury Ranks: 1

All Two-Handed combos have a chance of triggering your Furious Inspiration ability.

### Requires 35 Points in the Brute Feat Tree

## Improved Dancing Steel Ranks: 5

Increases the frequency of your retaliatory strikes when the Guard of Dancing Steel combo is active.

## Steel Disciplines Ranks: 2

Increases the duration of all Orders, Commands, and Formations.

| Rank | Modifications |
|---|---|
| 1 | +6 Duration |
| 2 | +12 Duration |

## Colossus of War Ranks: 5

Your attacks increase your own damage. Damage bonus is increased by the Improved Lumbering Hulk feats and the effect builds faster if Improved Lumbering Hulk is used while attacking multiple foes. This effect can be applied up to 20 times.

### Requires 40 Points in the Brute Feat Tree

## Overcome the Odds Ranks: 1

Grants you an ability that increases your invulnerability ratings and health regeneration based on the number of foes in your vicinity.

## Blessed Conquest Ranks: 1

Grants you an ability that makes you invulnerable for a brief time, but increases any damage inflicted on you by elemental attacks for a short time afterwards.

# The Conqueror

I didn't anticipate trouble when I came back to the Noble District. I wanted some peace and quiet with my ale and thought I would be more likely to find it in one of the finer drinking establishment in the Noble District rather than at the tavern near the docks. I should have known better.

I could smell the smoke as soon as I crossed the bridge and saw a larger than usual contingent of Black Dragon Guards at the gate. Seeing I could handle myself, they let me through. The sergeant sent me to watch Captain Falco. It seemed even in the heart of the city there was fighting that needed doing. Both my ale and my peace and quiet would have to wait.

The Nemedians have positioned themselves up behind the barracks, keeping the Black Dragon Guard pinned down with their archers. With his forces stretched so thin throughout the district, Falco doesn't have the manpower to take them out. He offers to pay, which is always welcome, but the truth is that I have very little love for the Nemedians and wouldn't have minded cracking a few skulls for free.

A small contingent of Black Dragons has distracted the Nemedian dogs manning the barricade. I use the opportunity to vault over the debris and crouch behind one of the frilly bushes here. The archer to my right is so intent on his prey in the square below that he doesn't hear me until I am within striking range, which is far too late. Before he can shout a warning to his comrades, I place my short sword at the base of his neck and shove—hard. He died with barely a gurgle but the movement must have drawn the attention of the Nemedian on the next roof and, as he raises his bow to take a shot at me, I am already running towards him and I feel the arrow his by my ear.

I let my momentum carry me forward, using it to lend strength to the swing of my heavy iron hammer. The archer turns a little too slowly and takes my blow on his shoulder, driving him back. His bow is useless now and he draws his sword awkwardly with his left hand. I let him lunge toward me and parry his first clumsy swipe. He tries again but he is too slow. These Nemedians, at least, aren't quite living up to their reputation. With a cry, I swing my hammer, crushing his chest and knocking him to the ground where he shudders and wheezes, trying to get his breath. I am not without mercy though and I use my sword to end him.

From the top of the building, I let out a great battle cry. Hearing it, the Black Dragon forces fighting nearby gain heart and redouble their efforts, making short work of the small Nemedian group. Falco hears me as well and sees that his men can now emerge safely. The Dragon Guards pour out of the barracks, eager for revenge. I take one last look at the mayhem around me. Maybe the Sailor's Den doesn't sound too bad after all.

## Skills

As a Conqueror, your number one skill priority should be Taunt. Raising this skill is invaluable to any class that wants to tank for a group. It's important to keep the attention of your enemy, making them forget about your friends getting ready to attack. After raising Taunt, spend your skill points wisely and raise Bandaging and Fast Healing next. These two skills are useful in almost any class and are especially important to a Conquerers since they can't self-heal. If you plan to PvP, spend points in Hiding and Perception as well. If not, you will stick out like a sore thumb on the battlefield.

## Attributes

When augmenting your attributes with equipment, find pieces that raise your Dexterity and Constitution. Both of these attributes provide more Stamina, which is always helpful to keep the battle going. In addition, Dexterity increases your Defense Rating as well. Strength is a good tertiary choice, since it increases your melee damage.

## Soloing

The Conqueror is a more than adequate soloist. A Conquerer's Heavy Armor and defensive capabilities create an advantage during tough fights, while his damage output is high enough so that you can take out foes with little trouble. Although a Conqueror can handle hordes of Minions and quite a few regular foes without danger, don't take on too much! It's important to utilize your Command Abilities in conjunction with combos to become a capable fighter. As you become more familiar with a Conqueror's abilities, you will become more confident during brutal battles. Unlike the Dark Templar, a Conqueror can't self-heal, so take a few Health Potions along just in case.

## Grouping

Conquerors are always in great demand. Their many Battle Commands make them an asset in any situation. When grouped, always have your battle commands ready to go. Some can work together while others can't, so familiarize yourself with all of them so that selecting the most beneficial one becomes second nature.
Although not as heavily armored as Guardians, Conquerors can wear Heavy Armor. This fact, plus their many abilities, help to mitigate the damage they take as a tank. Like their fellow Soldiers, Conquerors can use Defensive or Frenzy Stance as needed. When tanking in a group, use your Defensive Stance to decrease your damage output a bit; remember that this also makes for a significant defensive bonus.

## PvP

Conquerors are downright dangerous in PvP. Their stunning attacks and abilities will decrease the damage they may incur from many different sources. When you decide the terms of battle, go after members of the Rogue class and mages. A Conqueror's armor is superior to theirs and you can usually deal out enough damage to get the kill.
A Conqueror can perform well in one-on-one PvP, but they will really shine as part of a group. Your Command Abilities exhort your comrades in arms to dizzying heights of bloodlust and martial prowess. The additional damage, protection, and replenishment your abilities cause can make all the difference in an otherwise evenly matched fight. Many times the winning fighters are those who manage not to run out of mana or stamina before the end.

# Dark Templar

War is a dirty business, to be sure, and those who fight it often skirt the edge of morality if it means living to see another sunrise. There is one class of Soldier who goes beyond the usual battlefield necessity though, into the dark reaches of the outerworld, bargaining his or her own soul for power: the Dark Templar.

Dark Templars can wear Light, Medium, and Heavy Armor, the latter being the most useful to them. This gives them enough protection to work with groups as a tank effectively. These soulless creatures can use One-Handed Edged, One Handed Blunt, Crossbows and Thrown Weapons.

As a Dark Templar you possess many combos and spells aimed at not only damaging your enemy but also restoring your life through the damage you cause. While your path may be a dark one, you are always in high demand with other players. Your Auras and other spells work well with your combos, making you valuable to any team.

## Combos

The combos common to all classes of the Soldier archetype serve you well to hold the attention of your enemies, while your own specialized attacks drain the blood of your enemies, wreaking havoc on their fighting skills, even striking fear into them when necessary.

### A Soul for Our Feast

You drain life essence from your target. As an added blasphemy, the essence is also bestowed upon your teammates. Foul incantations accompany this blow.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 15 | 303 | 60 seconds |
| 2 | 20 | 412 | 60 seconds |
| 3 | 52 | 369 | 60 seconds |
| 4 | 80 | 564 | 60 seconds |

### Blood for Aid

You dedicate the blood spilled by the strike to the dark powers of the underworld. The victim is more susceptible to crushing and slashing attacks, and all melee attacks against them have an increased chance to hit.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 7 | 173 | 15 seconds |
| 2 | 20 | 238 | 15 seconds |
| 3 | 36 | 347 | 15 seconds |
| 4 | 60 | 412 | 15 seconds |
| 5 | 76 | 542 | 15 seconds |

### Brutal Enraging Strike

You taunt your enemy as they attack to lock them into combat with you. Useful in battle, the actions of an enraged enemy can be predicted and dealt with more easily.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 7 | 195 | 9 seconds |
| 2 | 13 | 173 | 11 seconds |
| 3 | 19 | 303 | 13 seconds |

### Brutal Enraging Wound

Another goading attack that inflames the enemy, it also opens up a wound that bleeds for a short time. Often this is a slash at the opponents face intended to leave them with an ugly vicious scar, to remember you by.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 15 | 217 | 13 seconds |

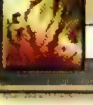
### Enraging Strike

A combination of low blow and verbal goading intended to infuriate an attacker and lock them into combat with you.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 5 | 151 | 8 seconds |
| 2 | 11 | 217 | 10 seconds |
| 3 | 17 | 217 | 10 seconds |

### Enraging Wound

Another a goading attack that inflames the enemy, it also opens up a wound that bleeds for a short time. Often this is a slash at the opponent's face intended to leave them with an ugly vicious scar, to remember you by.



| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 9 | 217 | 12 seconds |

## Leech Life

Increases the amount of life-force you receive whenever you are feeding off the wounds inflicted on your enemies with a lifetap ability.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 5 | 173 | 10 seconds |
| 2 | 24 | 195 | 10 seconds |
| 3 | 40 | 303 | 10 seconds |
| 4 | 56 | 303 | 10 seconds |
| 5 | 64 | 455 | 10 seconds |
| 6 | 80 | 412 | 10 seconds |

## Mystical Bane

After striking with a Mystical Bane combo, for a brief time your attacks have a chance of triggering a mana restoration effect on yourself.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 17 | 43 | 12 seconds |
| 2 | 28 | 390 | 30 seconds |
| 3 | 44 | 542 | 30 seconds |
| 4 | 68 | 694 | 30 seconds |

## Unhallowed Blight

This strike spills blood and weakens the victim's resistance to unholy damage.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 32 | 412 | 20 seconds |
| 2 | 48 | 586 | 20 seconds |
| 3 | 72 | 586 | 30 seconds |

# Spells

The powers in which the Dark Templar traffics grant many boons to those who dare to offer a bit of themselves in exchange. These unholy pacts protect and aid you and your companions, increasing your damage and healing yourself, among other gifts.

## Aura of Dread Fury

A long lasting invocation, it grants you and any of your company a chance of inflicting bonus unholy damage with melee and ranged attacks. Only one Aura may be active at a time.

| Rank | Level | Mana | Casting Time | Duration |
|---|---|---|---|---|
| 1 | 10 | 120 | 4 seconds | 4 hours |
| 2 | 30 | 325 | 4 seconds | 4 hours |
| 3 | 50 | 475 | 4 seconds | 4 hours |
| 4 | 70 | 715 | 4 seconds | 4 hours |

## Aura of Infusion

A long lasting invocation, it grants you and any in your company a chance of recovering health when attacked. Only one Aura may be active at a time.

| Rank | Level | Mana | Casting Time | Duration |
|---|---|---|---|---|
| 1 | 20 | 245 | 4 seconds | 4 hours |
| 2 | 35 | 365 | 4 seconds | 4 hours |
| 3 | 50 | 480 | 4 seconds | 4 hours |
| 4 | 65 | 660 | 4 seconds | 4 hours |
| 5 | 80 | 825 | 4 seconds | 4 hours |

## Blood Pact

You offer your blood for the power to feed from the pain of others. For a brief time all the damage you inflict is converted to instant healing. This pact constantly drains your own life. This incantation requires time to replenish. This spell has a casting time of one second and a recast time of 30 minutes.

| Rank | Level | Mana | Duration | Effect | Effect Over Time |
|---|---|---|---|---|---|
| 1 | 60 | 20 | 4 seconds | +100% Lifetap, Causes 33 damage | Causes 33 damage every 1 seconds |
| 2 | 80 | 25 | 8 seconds | +100% Lifetap, Causes 53 damage | Causes 53 damage every 1 seconds |

## Covenant of Death

Your own beating crimson heart is the beneficiary of this invocation. For a short time attacks against you have a chance of empowering you with the power of death, converting any damage inflicted by them into instant healing. Only one Soul Covenant spell may be active at any time.

| Rank | Level | Mana | Casting Time | Duration |
|---|---|---|---|---|
| 1 | 80 | 820 | 4 seconds | 1 hour |

## Covenant of Invulnerability

You gain protection in a fountain of blood and crimson runes. Some of the health damage inflicted in battle is converted into mana damage instead (while you have mana left). Only one Soul Covenant spell may be active at any time.

| Rank | Level | Mana | Casting Time | Duration |
|---|---|---|---|---|
| 1 | 50 | 475 | 4 seconds | 1 hour |
| 2 | 65 | 660 | 4 seconds | 1 hour |
| 3 | 80 | 820 | 4 seconds | 1 hour |

## Covenant of Pestilence

This is a foul promise to spread misery and disease. Attacks against you have a chance of triggering a burst of poison damage on enemies nearby. Your movement is mildly restricted as you can suffer wracking coughs. Only one Soul Covenant may be active at any time.

| Rank | Level | Mana | Casting Time | Duration |
|---|---|---|---|---|
| 1 | 15 | 240 | 4 seconds | 1 hour |
| 2 | 40 | 400 | 4 seconds | 1 hour |
| 3 | 55 | 510 | 4 seconds | 1 hour |
| 4 | 70 | 715 | 4 seconds | 1 hour |

## Covenant of Vengeance

This sorcery is powered by all the spite and hate you can muster. For a short time attacks against you have a chance of infusing your melee attacks with bonus unholy damage. Only one Soul Covenant spell may be active at any time.

| Rank | Level | Mana | Casting Time | Duration |
|---|---|---|---|---|
| 1 | 60 | 715 | 4 seconds | 1 hour |

## Covenant of War

Attacks against you have a chance of increasing the damage inflicted by your attacks and enabling a damage shield. The spell uses your own blood, damaging you for a short time. Only one Soul Covenant spell may be active at any time.

| Rank | Level | Mana | Casting Time | Duration |
|---|---|---|---|---|
| 1 | 45 | 445 | 4 seconds | 1 hour |
| 2 | 60 | 610 | 4 seconds | 1 hour |
| 3 | 75 | 765 | 4 seconds | 1 hour |

## Drain Life

This blood rite enables you to absorb blood spilled by you in battle. A fraction of the damage you inflict is converted into instant healing. Drain Life has a casting time of 3 seconds, lasts one hour, and has a recast time of 10 seconds.

| Rank | Level | Mana | Effect |
|---|---|---|---|
| 1 | 13 | 120 | +2 Lifetap |
| 2 | 25 | 280 | +3.9 Lifetap |
| 3 | 40 | 405 | +4.1 Lifetap |
| 4 | 55 | 515 | +6 Lifetap |
| 5 | 70 | 715 | +6.4 Lifetap |

## Martyrdom

You sacrifice a fountain of your own blood and infuse yourself and your brethren with unnatural regeneration for a brief time. Martyrdom requires 1.5 seconds to cast and has an 8 second cooldown.

| Rank | Level | Mana | Effect | Effect Over Time |
|---|---|---|---|---|
| 1 | 20 | 20 | 503 Damage | Heal 27 every 1 second |
| 2 | 35 | 30 | 776 Damage | Heal 43 every 1 second |
| 3 | 50 | 40 | 968 Damage | Heal 57 every 1 second |
| 4 | 65 | 55 | 1004 Damage | Heal 64 every 1 second |
| 5 | 80 | 65 | 866 Damage | Heal 64 every 1 second |

# Abilities

In addition to their combos and spells, Dark Templars also have a few special abilities to aid them on the battlefield.

## Charge

You launch yourself at your enemy, charging towards them. There must be a direct path to the target, free of all obstacles

## Defensive Stance

You raise your guard, taking less damage and enjoying an increased chance to dodge blows, but your attacks inflict less damage. This stance slowly drains stamina.

## Frenzy Stance

An all-out attacking stance that greatly increases damage inflicted but you suffer significantly more damage from enemy attacks.

## Rite of Blood

You sacrifice some of your health to regain a burst of stamina and more over a short period of time.

# Feats

Both the Depravity and Desecration Feat Trees reflect the foul depths the Dark Templar is willing to go to gain power. Both trees offer substantial damage increases to your combos and spells as well as giving you the means to mitigate the damage your foes try to heap on you.

## Depravity

The Depravity Feat Tree increases your damage output in a variety of ways. It adds Unholy damage to certain combos and increases the melee damage done by others. Some feats in this tree also allow you to stun your enemies. If you choose to spend enough points to reach the end of the tree you can even learn to summon a dread shadow, a symbol of the unholy pacts you have made.

## Blighted Touch — Ranks: 5

Grants all of your attacks a chance of inflicting unholy damage

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 5% |
| 3 | Increases damage by 10% |
| 4 | Increases damage by 15% |
| 5 | Increases damage by 30% |

Requires 5 Points in the Depravity Feat Tree

## Blighted Soul — Ranks: 5

Improves Blighted Touch, inflicting unholy damage to all nearby enemies whenever Blighted Touch is triggered.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increase damage by 20% |
| 3 | Increase damage by 40% |
| 4 | Increase damage by 60% |
| 5 | Increase damage by 100% |

## Crystallized Ether — Ranks: 5

Increases the rate of all mana regeneration.

| Rank | Modifications |
|---|---|
| 1 | +26.3 Non-combat Mana Regen, +21.1 Natural Mana Regen |
| 2 | +33.3 Non-combat Mana Regen, +27.7 Natural Mana Regen |
| 3 | +40 Non-combat Mana Regen, +34.7 Natural Mana Regen |
| 4 | +46.6 Non-combat Mana Regen, +41.3 Natural Mana Regen |
| 5 | +53.3 Non-combat Mana Regen, +55 Natural Mana Regen |

Requires 10 Points in the Depravity Feat Tree

## Dark Hand — Ranks: 5

Increases the damage done with One-Handed Blunt and One-Handed Edged weapons.

| Rank | Modifications |
|---|---|
| 1 | +1.8 One-Handed Edged Damage, +1.8 One-Handed Blunt Damage |
| 2 | +3.2 One-Handed Edged Damage, +3.2 One-Handed Blunt Damage |
| 3 | +4.5 One-Handed Edged Damage, +4.5 One-Handed Blunt Damage |
| 4 | +5.9 One-Handed Edged Damage, +5.9 One-Handed Blunt Damage |
| 5 | +8.6 One-Handed Edged Damage, +8.6 One-Handed Blunt Damage |

## Devouring Blood Frenzy — Ranks: 3

Improves the Frenzy stance by adding a chance to convert some of the blood spilled into life for you.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases Healing by 100% |
| 3 | Increases Healing by 300% |

## Consuming Bulwark — Ranks: 3

Improves the Defensive Stance by adding a chance to steal life from anyone that strikes you in combat.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases Healing by 100% |
| 3 | Increases Healing by 300% |

## Spell - Pact of Malacodor — Ranks: 5

Grants you a spell that gives all melee attacks additional unholy damage for a short period of time. This spell costs no mana to cast, but requires a significant sacrifice of health that can kill a reckless caster.

| Min. Level | Mana | Casting Time | Duration | Recast |
|---|---|---|---|---|
| 20 | 0 | instant | 30 seconds | 5 seconds |

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 10% |
| 3 | Increases damage by 20% |
| 4 | Increases damage by 30% |
| 5 | Increases damage by 50% |

Requires 15 Points in the Depravity Feat Tree

## Devourer's Might — Ranks: 5

Improves the damage done by the A Soul for Our Feast and Leech Life combos.

| Rank | Modifications |
|---|---|
| 1 | DPS Increase by 10% |
| 2 | DPS Increase by 15% |
| 3 | DPS Increase by 20% |
| 4 | DPS Increase by 25% |
| 5 | DPS Increase by 35% |

## Spell – Dark Burden Ranks: 1

A quick spell that inflicts wracking pain, slowing the target's movement speed.

| Min. Level | Mana | Casting Time | Duration | Recast | Effect |
|---|---|---|---|---|---|
| 25 | 83 | 0.5 seconds | 12 seconds | 60 seconds | +35% Hinder Movement |

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Recast time -15 seconds |

## Dissipate Ether Ranks: 3

Improves the Mystical Bane combos to inflict additional mana damage.

## Incinerate Ether Ranks: 1

Improves the Mystical Bane combo by inflicting an equal amount of unholy damage in addition to mana damage.

Requires 20 Points in the Depravity Feat Tree

## Vile Soul Ranks: 2

You start to inflict unholy damage to nearby foes when your Sadism counter is full.

| Rank | Modifications |
|---|---|
| 1 | When Sadism = 8 |
| 2 | When Sadism = 10 |

## Sadistic Glee Ranks: 1

Increases the chance of triggering the Sadism special ability.

## Dread Lord Ranks: 1

Reduces the reuse time of all combos.

| Combo Affected | Decrease |
|---|---|
| Blood for Aid I | -1 |
| Blood for Aid II | -1 |
| Blood for Aid III | -1 |
| Blood for Aid IV | -1 |
| Blood for Aid V | -1 |
| Leech Life I | -1 |
| Leech Life II | -1 |
| Leech Life III | -1 |
| Leech Life IV | -1 |
| Leech Life V | -1 |
| Leech Life VI | -1 |
| Unhallowed Blight I | -2 |
| Unhallowed Blight II | -2 |
| Unhallowed Blight III | -2 |
| Mystical Bane I | -3 |
| Mystical Bane II | -3 |
| Mystical Bane III | -3 |
| Mystical Bane IV | -3 |
| Mind Wrack | -4 |
| Mind Shatter | -5 |
| Warped Dread | -5 |
| A Soul for Our Feast I | -6 |
| A Soul for Our Feast II | -6 |
| A Soul for Our Feast III | -6 |
| A Soul for Our Feast IV | -6 |

## Spell – Reaper of Malacodor

This spell grants all melee attacks additional area of effect unholy damage for a short period of time. This spell requires a significant sacrifice of health that can kill a reckless caster.

| Min. Level | Mana | Casting Time | Duration | Recast |
|---|---|---|---|---|
| 30 | 0 | instant | 30 seconds | 5 seconds |

Requires 25 Points in the Depravity Feat Tree

## Combo – Mind Wrack Ranks: 1

Weapon Requirement: One-Handed Edged, One-Handed Blunt

Gives you a new combo that briefly stuns any enemies standing in front of you.

| Min. Level | Stamina Cost | Cooldown |
|---|---|---|
| 40 | 282 | 40 seconds |

## Ether Reap — Ranks: 5

Improves the Mystical Bane combos. For a brief time your attacks have a chance of triggering a mana restoration effect on yourself.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage or healing by 50% |
| 3 | Increases damage or healing by 100% |
| 4 | Increases damage or healing by 150% |
| 5 | Increases damage or healing by 300% |

## Hexer's Might — Ranks: 5

Improves the damage inflicted by the Blood for Aid combos.

| Rank | Modifications |
|---|---|
| 1 | DPS Increase by 20% |
| 2 | DPS Increase by 25% |
| 3 | DPS Increase by 30% |
| 4 | DPS Increase by 35% |
| 5 | DPS Increase by 45% |

### Requires 30 Points in the Depravity Feat Tree

## Gore Fiend — Ranks: 1

Increases your Sadism counter whenever you or someone in your group inflicts a fatality.

## Masochism — Ranks: 5

Provides a chance of adding to the Sadism counter whenever you take damage.

## Touch of Death — Ranks: 5

Grants you an ability that empowers your next combo with additional unholy damage.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 10% |
| 3 | Increases damage by 20% |
| 4 | Increases damage by 30% |
| 5 | Increases damage by 50% |

## Air of Death — Ranks: 1

Improves Touch of Death by adding a chance for all foes nearby the target to suffer additional unholy damage.

### Requires 35 Points in the Depravity Feat Tree

## Sadistic Vengeance — Ranks: 5

Improves the Covenant Vengeance spell by adding a chance of increasing your Sadism counter when the Covenant triggers.

## Combo – Mind Shatter — Ranks: 1

Grants you the Mind Shatter combo that briefly stuns any enemies standing in a cone area directly in front of you with a stunning, mind-shattering blast.

| Min. Level | Stamina Cost | Cooldown |
|---|---|---|
| 60 | 738 | 55 seconds |

## Unholy Strength — Ranks: 5

Increases the damage done by all of your combos.

| Rank | Modifications |
|---|---|
| 1 | DPS Increase by 5% |
| 2 | DPS Increase by 8% |
| 3 | DPS Increase by 11% |
| 4 | DPS Increase by 14% |
| 5 | DPS Increase by 20% |

## Drain Strength — Ranks: 1

Improves all your combos with a chance of reducing the target's strength.

### Requires 40 Points in the Depravity Feat Tree

## Ravenous Eater — Ranks: 1

Improves the Feast of the Souls and Leech Life combos, granting an additional effect that increases the damage inflicted by you for a short period of time.

## Dread Shadow — Ranks: 1

When the most powerful A Soul for Our Feast combo is performed it also summons a shadow beast that fights alongside you for a short time.

# Desecration

In addition to increasing your damage, the Desecration tree enhances your lifetap ability, offers choices to mitigate the damage you take, and adds Unholy damage to some of your moves. It also otherwise improves many of your most used combos and spells.

## Devouring Touch — Ranks: 5

Converts part of the damage inflicted by you into healing.

| Rank | Modifications |
|---|---|
| 1 | +1.5% Lifetap |
| 2 | +2.0% Lifetap |
| 3 | +2.5% Lifetap |
| 4 | +3.0% Lifetap |
| 5 | +4.0% Lifetap |

### Requires 5 Points in the Depravity Feat Tree

## Spell - Covenant of Arms — Ranks 5

Grants all your attacks a chance of inflicting additional unholy damage.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 20% |
| 3 | Increases damage by 25.5% |
| 4 | Increases damage by 31% |
| 5 | Increases damage by 42% |

## Vigor Leech — Ranks: 5

Improves the Drain Life spell with the ability to convert some of the damage inflicted by you into stamina.

### Requires 10 Points in the Depravity Feat Tree

## Talisman Mastery — Ranks: 5

Increases the power of all Soul Covenant spells while wielding a talisman.

## Curse of Gwahlur — Ranks: 5

Attackers may be cursed to suffer unholy damage and constantly feed health to you. The effect can be applied three times on an attacker. Each curse increases the damage of all other curses on enemies. Investing feat points increases the curse chance and its severity.

## Ether Leech — Ranks: 1

Improves the Drain Life spell with the ability to convert some of the damage inflicted by you into mana.

### Requires 15 Points in the Depravity Feat Tree

## Corrupt Weapon — Ranks: 2

Grants all melee attacks a chance of inflicting a lingering wound that deals unholy damage for a short time.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | 25% increase to damage |

### Improved Dread Fury Ranks: 5

Augments the Aura of Dread Fury incantation by increasing the change of inflicting unholy damage. You also convert a fraction of magical damage inflicted into healing.

### Approach of Death Ranks: 1

Improves the Covenant of War spell to inflict additional damage the closer the target is to death.

### Improved Martyrdom Ranks: 5

Enhances the Martyrdom spell by restoring mana and stamina to all team members, but you suffer increased health drain.

## Requires 20 Points in the Depravity Feat Tree

### Improved Soul Covenants Ranks: 1

Increases the frequency of Soul Covenant effects being triggered.

### Sacrificial Fury Ranks: 1

Your demon patrons bestow even more power. Casting the Martyrdom spell also increases the damage inflicted by your attacks.

## Requires 25 Points in the Depravity Feat Tree

### Desecrated Blood Ranks: 3

Improves the Covenant of War spell by increasing its chance to trigger and lowering the damage it inflicts upon you.

| Rank | Modifications |
|---|---|
| 1 | Decreases damage by 33.% |
| 2 | Decreases damage by 66.% |
| 3 | Decreases damage by 100.% |

### Improved Infusion Ranks: 5

Enhances the Aura of Infusion spell by increasing the chance of triggering and increasing its team-wide healing effect.

### Ritualistic Bloodshed Ranks: 2

Grants you an ability which increases your Sadism counter but inflicts a small portion of mana damage on you. The cost of this spell increase by 2% for each rank of Sadism running.

### Spell – Soul Barrier Ranks: 3

By calling upon the dark powers that lay claim to your soul, you gain protection as long as you have mana. Some of the damage inflicted on you is instead turned into mana damage.

| Min. Level | Mana | Casting Time | Duration | Effect |
|---|---|---|---|---|
| 40 | 0 | 3 seconds | 20 seconds | Absorb 1 point of Mana for each points of health damage, up to 120 points or 50% the damage. |

## Requires 30 Points in the Depravity Feat Tree

### Vile Pestilence — Ranks: 5

Augments the Covenant of Pestilence spell by increasing the amount of damage inflicted by the spell.

| Rank | Modifications |
|---|---|
| 1 | Increases damage by 25% |
| 2 | Increases damage by 30% |
| 3 | Increases damage by 35% |
| 4 | Increases damage by 40% |
| 5 | Increases damage by 50% |

### Body of Pestilence — Ranks: 1

Improves the Covenant of Pestilence spell by removing the movement penalty on you.

### Pestilential Cloud — Ranks: 1

Increases the area of effect of the Covenant of Pestilence spell.

### Cabalistic Hunger — Ranks: 5

Your sorcery becomes almost vampiric in nature and converts part of the damage inflicted by spells into life for you.

| Rank | Modifications |
|---|---|
| 1 | +50% Magical Lifetap |
| 2 | +100% Magical Lifetap |
| 3 | +150% Magical Lifetap |
| 4 | +200% Magical Lifetap |
| 5 | +250% Magical Lifetap |

### Soul Infusion — Ranks: 2

Improves the Soul Barrier spell by allowing you to absorb some of the mana from hostile spells striking you.

## Requires 35 Points in the Depravity Feat Tree

### Spell - Covenant of Putrescence — Ranks: 5

Grants all melee attacks a chance of inflicting poison damage to all foes in your vicinity. Only one Soul Covenant spell may be active at any time.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 15% |
| 3 | Increases damage by 20% |
| 4 | Increases damage by 25% |
| 5 | Increases damage by 35% |

### Vile Putrescence — Ranks: 1

Enhances the Covenant of Putrescence spell, increasing the size of the area in which foes are affected.

### Improved Blood Pact — Ranks: 5

Reduces the reuse time and health drain penalty of the Blood Pact spell.

| Rank | Modifications |
|---|---|
| 1 | Decreases damage by 20% |
| 2 | Decreases damage by 40% |
| 3 | Decreases damage by 60% |
| 4 | Decreases damage by 80% |
| 5 | Decreases damage by 100% |

### Invulnerable Soul — Ranks: 5

Augments the Covenant of Invulnerability incantation so that it also absorbs the damage of triggering blows.

## Requires 40 Points in the Depravity Feat Tree

### Combo - Dooming Presence — Ranks: 1

**Weapon Requirement: One-Handed Sword, One-Handed Blunt**

Summons a terrifying cloud of fear in an area around you.

| Min. Level | Stamina Cost | Cooldown |
|---|---|---|
| 70 | 455 | 60 seconds |

### Combo - Warped Dread — Ranks: 1

**Weapon Requirement: One-Handed Sword, One-Handed Blunt**

Your outworld connection is so strong you can summon its power to protect yourself, absorbing damage. This shield also warps reality so enemy attacks are more likely to miss.

| Min. Level | Stamina Cost | Cooldown |
|---|---|---|
| 70 | 434 | 50 seconds |

# The Dark Templar

Travel through the Outflow Tunnels had been more of a trial than she had expected. Not that Traitea expected traipsing around the sewers to be a picnic, but reaching the Darkhand base had cost her more time and energy than she would have liked. The snakes alone were so large that they looked like they belonged in a Stygian temple, fed a steady diet of virgin sacrifices.

She encountered the serpents that weren't smart enough to stay out of her way, and past the Sewer Scavengers, who were. The nobleman had better not try to renege on their deal, no matter what shape this "Princess" was in when she found her. She doubted a noblewoman would last long down here.

She heard voices ahead and slowed her pace. She whispered to the darkness, calling on the power for which she had bargained and readied herself for battle. The voices were receding again so she headed toward the large chamber at the end of the tunnel. Two of Darkhand's people were guarding the makeshift lair. With a lunge she pushed herself out of the shadows and into the torchlight. Before they could react she slid her sword between the ribs of the first one as the second came towards her with a dagger. She let her victim drop, turning to slam the second in the face with her shield. The thief rocked back and got off a call of alarm before Traitea silenced her with a swift cut to the neck.

She turned, drawing at the dark tendrils of power that were always within her reach, expecting to see an onrushing horde of Bandits but was surprised when she saw only Darkhand himself. She briefly wondered where his band had gone before she was too busy for idle speculation and was more concerned with keeping her head attached to her shoulders.

The Bandit Leader came at her with a flurry of blows, finally landing a punch to her head that sent her reeling. Thinking to move in and finish her, Darkhand left himself open as he prepared to end the fight. She saw the opening and slammed her shield into his extended arm, and heard the telltale crunch. He bellowed and jumped back, his arm now hanging at a disturbing angle.

She had had enough of this. Summoning her dark arts to her she sliced him open, leeching his life and healing her small wounds in the process. With another slam of her shield he hit the ground and she stabbed downward with all her might, penetrating his neck with such force that her sword stuck in the floor below. She placed her boot on his face, for leverage, retrieved her weapon and began to look around the room.

There was no sign of the girl, but the small yipping dog seemed happy to see her.

## Skills

Keep your Taunt skill maxed. You don't have as many abilities to keep your foe focused on you as your Soldier brethren so you must make the most of what you have. The fewer spells you have to deal with, the better. Bandaging and Fast Healing are never unwise, but they aren't as important to Dark Templars, with multiple ways of stealing an opponent's health, as they are to other Soldiers.

## Attributes

Dexterity and Constitution are of primary importance to the Dark Templar. Dexterity raises your Defense rating and increases your Stamina pool. More Stamina means more chances to use your combos. Along with the increased Defense Rating you get from Dexterity, the boost to Life you get from Constitutions just helps you survive a melee onslaught that much longer.

## Soloing

Dark Templars's combos deal good damage, but their strength lies in the dark arts they have mastered. With spells and abilities that steal the breath from their foes and allow them to use it to heal, the damage they take is always at least somewhat mitigated. Their heavy armor and damage output provide the necessary advantages to vanquish foes in one on one combat, and they can take small groups as well. The key is to keep from losing more health than they can steal.

## Grouping

With a high Taunt skill and your own specialized abilities, you are welcome in any group. You can certainly perform tanking duties, but are also welcome as an additional damage dealer. Your auras affect your teammates as well and certain feats allow you to expand some of your personal abilities to include your team which makes you even more desirable.

## PvP

The Dark Templar is an imposing sight on the battlefield. Heavy Armor marks them as a more challenging target on its own and the arcane energies they wield send any rational foes looking for easier prey.

When faced with a PvP battle, have Aura of Infusion up to siphon health from your foes. Cast Dark Burden on your foes as you rush up, weapons at the ready. Though they are slowed, not rooted, their loss of movement speed can induce panic in some less battle-hardened foes. Dark Burden is also helpful when foes try to run. Use it to slow them up and then take your time with every cut. How better to satiate the dark gods you serve?

# GUARDIAN

Guardians are the embodiment of disciplined martial prowess. Aquilonia has long been famed for her shining armies and now, with King Conan on the throne, some Cimmerians have also taken up the training of a Guardian adding their natural fighting spirit to the calling of the Guardian. These mobile bastions of metal can stand up to almost any challenge.

The Guardian, the most heavily armored class, is only class with access to Full Plate Armor. In addition to its protective qualities, this armor's heavier weight makes Guardians less susceptible to being knocked off their feet. Guardians can use Crossbows and Thrown weapons, but their strength lies in the skill with which they wield One-Hand Edged and One-Hand Blunt weapons with a Shield and with which they sweep aside enemy hordes with their deadly Polearm.

Although the Guardian is perhaps the strongest of the Soldier classes and often functions as a "tank," this doesn't mean that all of the Guardian's abilities are defensive. Defense is a major strength of the class. Guardians can use their Defensive Stance to increase their toughness and focus their foes' attacks onto them. When called upon to deal damage, the Guardian can slip into Frenzy Stance. This ability increases damage output, but decreases defensive capabilities. When functioning as a tank for a group, Defensive Stance is always best. Frenzy stance is best used when playing with another Soldier class, allowing them to hold the enemy's attention, or while soloing in some less dangerous situations. You can also choose to have neither stance up, so that neither your defensive nor offensive capabilities get a bonus or a decrease.

## COMBOS

The Guardian has no use for magic and as such depends almost entirely on combos for dealing damage. In addition, you can provoke the enemy into paying attention to you, drawing their attention away from other team members. Among other things, you can make your enemy bleed, causing damage over time, or fling them backwards.

### BRUTAL ENRAGING STRIKE

You taunt your enemy as they attack to lock them into combat with you. Useful in battle, the actions of an enraged enemy can be predicted and dealt with more easily.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 7 | 195 | 9 seconds |
| 2 | 13 | 173 | 11 seconds |
| 3 | 19 | 303 | 13 seconds |

### BRUTAL ENRAGING WOUND

Another goading attack that inflames the enemy, it also opens up a wound that bleeds for a short time. Often this is a slash at the opponents face intended to leave them with an ugly vicious scar, to remember you by.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 15 | 217 | 13 seconds |

### COUNTERSTRIKE

| Weapon Requirement | One-Handed Sword or One-Handed Blunt with Shield |
|---|---|

This spinning maneuver shifts your balance, enabling you to counterstrike all enemy blows for a brief time afterwards.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 15 | 238 | 15 seconds |
| 2 | 24 | 347 | 15 seconds |
| 3 | 48 | 434 | 15 seconds |
| 4 | 72 | 542 | 15 seconds |

### DISABLE

| Weapon Requirement | Polearm |
|---|---|

You sap the stamina of enemies before you by striking at their legs with sweeping blows.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 32 | 412 | 30 seconds |
| 2 | 60 | 499 | 30 seconds |
| 3 | 76 | 673 | 30 seconds |

### DULLING BLOW

| Weapon Requirement | One-Handed Sword or One-Handed Blunt with Shield |
|---|---|

This tactical strike impairs the enemy's attacking ability; numbing an opponent's sword-arm, smashing at the jaws of a saber-tooth tiger or the monstrous maw of a great Stygian cobra.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 7 | 217 | 10 seconds |
| 2 | 20 | 282 | 10 seconds |
| 3 | 40 | 369 | 10 seconds |
| 4 | 64 | 455 | 10 seconds |

### ENRAGING STRIKE

A combination of low blow and verbal goading intended to infuriate an attacker and lock them into combat with you.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 5 | 151 | 8 seconds |
| 2 | 11 | 217 | 10 seconds |
| 3 | 17 | 217 | 10 seconds |

## Enraging Wound

Another a goading attack that inflames the enemy, it also opens up a wound that bleeds for a short time. Often this is a slash at the opponent's face intended to leave them with an ugly vicious scar, to remember you by.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 9 | 217 | 12 seconds |

## Flashing Arc

| Weapon Requirement | Polearm |
|---|---|

Your pole arm sweeps through any enemies standing before you, inflicting damage on multiple targets.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 10 | 195 | 10 seconds |
| 2 | 20 | 212 | 10 seconds |
| 3 | 28 | 293 | 10 seconds |
| 4 | 36 | 330 | 10 seconds |
| 5 | 44 | 416 | 10 seconds |
| 6 | 56 | 440 | 10 seconds |
| 7 | 64 | 432 | 10 seconds |
| 8 | 72 | 436 | 10 seconds |
| 9 | 80 | 495 | 10 seconds |

## Guard

| Weapon Requirement | Polearm |
|---|---|

Increases your defense rating, making it easier for you to evade enemy blows and allowing you to counter-attack enemy strikes.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 13 | 173 | 20 seconds |
| 2 | 20 | 195 | 20 seconds |
| 3 | 40 | 327 | 20 seconds |
| 4 | 52 | 471 | 20 seconds |
| 5 | 68 | 597 | 20 seconds |

## Guard Destroyer

| Weapon Requirement | One-Handed Sword or One-Handed Blunt with Shield |
|---|---|

This stab to the guts seriously weakens an enemy's ability to defend themselves. Anyone striking you in melee does increased damage.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 36 | 325 | 30 seconds |
| 2 | 60 | 455 | 30 seconds |
| 3 | 80 | 455 | 30 seconds |

## Overreach

| Weapon Requirement | One-Handed Sword or One-Handed Blunt with Shield |
|---|---|

A double strike, a sword slash followed by a shield bash, which deals extra damage but throws you off balance making your next few attacks less effective.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 17 | 217 | 20 seconds |
| 2 | 32 | 325 | 20 seconds |
| 3 | 56 | 412 | 20 seconds |
| 4 | 80 | 564 | 20 seconds |

## Plexus Strike

| Weapon Requirement | One-Handed Sword or One-Handed Blunt with Shield |
|---|---|

Robs an enemy of their stamina by knocking the wind from their lungs or debilitating them in some other way. In a human this blow is aimed at the solar plexus. At the same time, you boost your own stamina with a burst of adrenaline.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 28 | 73 | 40 seconds |
| 2 | 44 | 138 | 45 seconds |
| 3 | 68 | 217 | 50 seconds |

## Shield Sweep

| Weapon Requirement | One-Handed Sword or One-Handed Blunt with Shield |
|---|---|

You fling an enemy backwards by sweeping your shield through them and following up the momentum with a vicious strike.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 5 | 173 | 60 seconds |
| 2 | 20 | 173 | 60 seconds |
| 3 | 52 | 173 | 60 seconds |
| 4 | 76 | 195 | 60 seconds |

## Stagger

| Weapon Requirement | Polearm |
|---|---|

By pounding your pole arm into the ground you knock your enemy off their feet.

| Rank | Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 15 | 219 | 60 seconds |
| 2 | 24 | 219 | 60 seconds |
| 3 | 48 | 212 | 60 seconds |
| 4 | 80 | 234 | 60 seconds |

# Abilities

Guardians have special abilities which aid them in battle. Through the use of these tactics and maneuvers, the Guardian is ready for any challenge!

## Bolster the Line Stratagem

You sacrifice mobility for survivability. You increase your maximum health but move more slowly. Only one Stratagem can be active at any time.

| Duration | Effect |
|---|---|
| 1 day | +30% Hinder Movement, +407.7 Max Health |

## Charge

You launch yourself at your enemy, charging towards them. There must be a direct path to the target, free of all obstacles.

## Defensive Stance

You raise your guard, taking less damage and enjoying an increased chance to dodge blows, but your attacks inflict less damage. This stance slowly drains stamina.

## Elusive Daring Tactic

Increases damage inflicted by your attacks and the chance of resisting snare effects that slow movement, but you also suffer increased damage from enemy attacks. Only one Tactic can be active at any time.

| Duration | Effect |
|---|---|
| 1 day | +5% Damage Multiplier, +10% resistance to Snare, -10% to all physical and magical Invulnerabilities. |

## Enduring Defense Maneuver

You take less damage in battle but also deal less damage. Only one Maneuver can by active at any time.

| Duration | Effect |
|---|---|
| 1 day | +5% to all Invulnerabilities, +10% resistance to Stun, Monster Stun, and Fear, -10% Damage Multiplier |

## Frenzy Stance

An all-out attacking stance that greatly increases damage inflicted but you suffer significantly more damage from enemy attacks.

## Hold the Line Stratagem

Increases your rate of Stamina regeneration but your attacks are less threatening, so in battle enemies are less likely to focus their attention solely on you. Only one Stratagem can be active at any time.

| Duration | Effect |
|---|---|
| 1 day | +12.5 Natural Stamina Regen, -10% Hate Modifier |

## Intractable Mind Stratagem

You have a chance of resisting effects like reduced movement, stuns, charms, and fear, but are less able to evade attacks. Only one Stratagem can be active at any time.

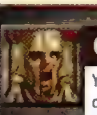
| Duration | Effect |
|---|---|
| 1 day | +10% resistance to Stun, Root, Monster Stun, Fear, Snare, and Charm, -5% Evade Chance. |

## Mental Barrier Tactic

You take less damage from elemental attacks, but more damage from physical attacks. Only one Tactic can be active at a time.

| Duration | Effect |
|---|---|
| 1 day | +5% Cold, Fire, Electrical, Holy, Unholy, and Poison Invulnerability, -10% Slashing, Piercing, and Crushing Invulnerability |

## Overwhelming Shout



You let roar with a terrifying bellow, terrifying all nearby foes. Those foes directly in front of you become fearful of you and try to slowly move away. Damage against these foes has a chance of removing their fear, but not their movement penalty. Other foes around you become stunned and unable to take any action, although any damage to these foes shakes them out of their inaction.

## Provoke Maneuver

Your attacks appear far more threatening, although they actually inflict less damage than normal. Only one Maneuver can be active at any time.

| Duration | Effect |
|---|---|
| 1 day | +10% Hate Modifier, -5% Damage Multiplier |

## The Last Stand

A final stand before death! You become invulnerable to any damage while you stamina remains and if it runs out you instantly die. Battle Cry, healing spells, healing potions or stamina potions are ineffective while active. Existing healing or stamina effects are cancelled by using this ability.

## Unguarded Attack Maneuver

You increase the damage inflicted by your attacks, but lower your maximum Health. Only one Maneuver can be active at any time.

| Duration | Effect |
|---|---|
| 1 day | +5% Hate Modifier, -815 Max Health |

## Wall of Steel Tactic

You have an increased chance of avoiding attacks, but any that successfully land cause you to suffer stamina loss. Only one Tactic can be active at once.

| Duration | Effect |
|---|---|
| 1 day | +5% Evade Chance |

Both feat trees offer good solid choices for the Guardian. The one you choose to spend most of your points on depends mainly on your choice of weapons. Do you spend more time dualwielding or more time using your polearm? Both trees offer talents that improve damage and decrease the cooldown time of combos for each weapon choice and are equally powerful, making the choice really about your own preferences.

## JUGGERNAUT

The Juggernaut Feat Tree focuses mainly on augmenting your dualwielding abilities and combos. You can reduce the cooldown on many combos and increase the damage they inflict. You can make targets bleed, damaging them over time or increase your own invulnerabilities. This tree also contains several abilities that benefit your entire team. You can even take on the aspect of a Juggernaut, becoming unstoppable for a short time.

### TOUGHNESS — RANKS: 5

Increases your invulnerability rating and health regeneration.

| Rank | Modifications |
|---|---|
| 1 | +0.5% Slashing Invulnerability, +0.5% Piercing Invulnerability, +0.5% Crushing Invulnerability, +31.9 Natural Health Regen |
| 2 | +1.0% Slashing Invulnerability, +1.0% Piercing Invulnerability, +1.0% Crushing Invulnerability, +40.3 Natural Health Regen |
| 3 | +1.5% Slashing Invulnerability, +1.5% Piercing Invulnerability, +1.5% Crushing Invulnerability, +48 Natural Health Regen |
| 4 | +2.0% Slashing Invulnerability, +2.0% Piercing Invulnerability, +2.0% Crushing Invulnerability, +56.6 Natural Health Regen |
| 5 | +3.0% Slashing Invulnerability, +3.0% Piercing Invulnerability, +3.0% Crushing Invulnerability, +72.8 Natural Health Regen |

Requires 5 Points in the Juggernaut Feat Tree

### WEAPON MASTER — RANKS: 5

Increases the damage inflicted with One-Handed Edged and One-Handed Blunt weapons.

| Rank | Modifications |
|---|---|
| 1 | +1.9 One-Handed Edged Damage, +1.9 One-Handed Blunt Damage |
| 2 | +3.3 One-Handed Edged Damage, +3.3 One-Handed Blunt Damage |
| 3 | +4.7 One-Handed Edged Damage, +4.7 One-Handed Blunt Damage |
| 4 | +6.1 One-Handed Edged Damage, +6.1 One-Handed Blunt Damage |
| 5 | +8.9 One-Handed Edged Damage, +8.9 One-Handed Blunt Damage |

### SAVAGE COUNTERSTRIKE — RANKS: 5

Increase all retaliatory damage done by your Counterstrike combos.

| Rank | Modifications |
|---|---|
| 1 | Increases damage by 15% |
| 2 | Increases damage by 25% |
| 3 | Increases damage by 35% |
| 4 | Increases damage by 45% |
| 5 | Increases damage by 65% |

Requires 10 Points in the Juggernaut Feat Tree

### BATTLE CRY — RANKS: 3

Grants a special ability that increases the rate of Stamina regeneration for all team members.

### ARDENT BATTLE CRY — RANKS: 3

Augment the Battle Cry ability with a team-wide damage bonus on attacks.

| Rank | Modifications |
|---|---|
| 1 | +2% |
| 2 | +3% |
| 3 | +5% |

### BLEEDING COUNTERSTRIKE — RANKS: 5

Improves the Counterstrike combo. Injuries caused by your counter-attacks bleed for a short time. More feat points invested increase the lingering damage.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | +20% Damage increase |
| 3 | +40% Damage increase |
| 4 | +60% Damage increase |
| 5 | +100% Damage increase |

## Requires 15 Points in the Juggernaut Feat Tree

### Morale Boost — Ranks: 5

Augments the Plexus Strike combo by bestowing a portion of the stamina drain on all team members.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increase damage by 15% |
| 3 | Increase damage by 30% |
| 4 | Increase damage by 45% |
| 5 | Increase damage by 75% |

### Momentum — Ranks: 5

Increases the damage you inflict when using any of the charge abilities. Reduces the cooldown of all the charge abilities.

| Rank | Modifications |
|---|---|
| 1 | Increase damage by 20% |
| 2 | Increase damage by 40% |
| 3 | Increase damage by 60% |
| 4 | Increase damage by 80% |
| 5 | Increase damage by 100% |

### Bleeding Dulling Blow — Ranks: 5

Improves the Dulling Blow combo with a bleeding wound that damages the target over a short time.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 10% |
| 3 | Increases damage by 20% |
| 4 | Increases damage by 30% |
| 5 | Increases damage by 50% |

## Requires 20 Points in the Juggernaut Feat Tree

### Readiness — Ranks: 1

Reduces the cooldown time of all One-Handed combos.

| Combo | Decrease |
|---|---|
| Dulling Blow I | -1 |
| Dulling Blow II | -1 |
| Dulling Blow III | -1 |
| Dulling Blow IV | -1 |
| Counterstrike I | -2 |
| Counterstrike II | -2 |
| Counterstrike III | -2 |
| Counterstrike IV | -2 |
| Overreach I | -2 |
| Overreach II | -2 |
| Overreach III | -2 |
| Overreach IV | -2 |
| Bloody Vengeance | -3 |
| Guard Destroyer I | -3 |
| Guard Destroyer II | -3 |
| Guard Destroyer III | -3 |
| Strike and Guard | -4 |
| Shield Sweep I | -6 |
| Shield Sweep II | -6 |
| Shield Sweep III | -6 |
| Shield Sweep IV | -6 |
| Titanic Smash | -30 |

### Stunning Charge — Ranks: 1

Grants an ability that initiates a charge attack that also stuns the target.

### Improved Shield Bash — Ranks 3

Improves the Shield Sweep combo by adding a snare effect, reducing the movement speed of the target.

## Requires 25 Points in the Juggernaut Feat Tree

### Swift Overreach — Ranks: 5

Increases the rate of the Overreach combo, reducing the time between uses.

| Rank | Modifications |
|---|---|
| 1 | Decrease cooldown time by 1 seconds. |
| 2 | Decrease cooldown time by 2 seconds. |
| 3 | Decrease cooldown time by 3 seconds. |
| 4 | Decrease cooldown time by 4 seconds. |
| 5 | Decrease cooldown time by 5 seconds. |

### Brutal Overreach Ranks: 1

Improves the Overreach combo by increasing the chance of inflicting a critical injury.

### Stand Your Ground Ranks: 1

Makes all team members less susceptible to knockback effects but reduces their movement.

### Forced March Ranks: 1

Improves the Stand Your Ground feat by removing the movement speed penalty.

### Improved Dulling Blow Ranks: 5

Augments the Dulling Blow combo with an increased chance of evading enemy strikes for a short time afterwards.

## Requires 30 Points in the Juggernaut Feat Tree

### Combo – Bloody Vengeance Ranks: 5

**Weapon Requirement: Polearm, One-Handed Sword with Shield, One-Handed Blunt with Shield**

This quick combo depends on your Vengeance counter, doing more damage and reducing the reuse time the higher the Vengeance counter. The damage of the combo is increases by the number of points invested in the feat.

| Rank | Min. Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 50 | 173 | 30 seconds |

### Drive Them Back Ranks: 2

Augments the Stand Your Ground ability by giving the strikes of all team members a chance to knock back their enemies.

### Intervene Ranks: 5

Grants you an ability which has a chance of making your foe consider you a greater threat and more likely to concentrate their attacks on you. This ability also adds an additional chance of moving one rank up the hate list.

## Requires 35 Points in the Juggernaut Feat Tree

### Sacrifice Ranks: 5

Grants you an ability which gives your group a second chance of increasing your Vengeance counter.

### Combo – Strike and Guard Ranks: 5

**Weapon Requirement: One-Handed Sword or One-Handed Blunt with Shield**

Delivers a powerful blow then increases your defense for a short time.

| Stamina Cost | Cooldown |
|---|---|
| 347 | 40 seconds |
| **Rank** | **Modifications** |
| 1 | |
| 2 | DPS Increase 5% |
| 3 | DPS Increase 15% |
| 4 | DPS Increase 25% |
| 5 | DPS Increase 45% |

## Requires 40 Points in the Juggernaut Feat Tree

### Combo – Titanic Smash Ranks: 1

**Weapon Requirement: One-Handed Sword or One-Handed Blunt with Shield**

Grants a combo that delivers a mighty blow that knocks away all foes around you.

| Stamina Cost | Cooldown |
|---|---|
| 911 | 300 seconds |

### Juggernaut Ranks: 1

Grants you an ability which makes you an unstoppable hulk for a short time, greatly increasing your damage and invulnerability ratings.

# Tempest

The Tempest Feat Tree focuses on the devastating polearm attacks. You can increase the damage you do with polearm combos as well as your chance of critical attacks. There are feats that help you manage your level of threat. You can also learn to impale your foes and decrease the cooldown time of all your polearm combos. Spend enough points here and you can assault your enemies with the power of lightning, sending them flying away.

## Storm Blade — Ranks: 5

All of your melee attacks have a small chance of inflicting additional damage. More points invested in this feat increases the damage dealt.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases damage by 5% |
| 3 | Increases damage by 10% |
| 4 | Increases damage by 15% |
| 5 | Increases damage by 30% |

### Requires 5 Points in the Tempest Feat Tree

## Pole Arm Mastery — Ranks: 5

Increases the damage done by Polearm weapons.

| Rank | Modifications |
|---|---|
| 1 | +2.4 Polearm Damage |
| 2 | +3.9 Polearm Damage |
| 3 | +5.4 Polearm Damage |
| 4 | +6.9 Polearm Damage |
| 5 | +10.2 Polearm Damage |

## Revenge — Ranks: 5

Increases the damage inflicted by the retaliatory strikes of your Guard combos.

| Rank | Modifications |
|---|---|
| 1 | Increases damage by 20% |
| 2 | Increases damage by 25% |
| 3 | Increases damage by 30% |
| 4 | Increases damage by 35% |
| 5 | Increases damage by 45% |

### Requires 10 Points in the Tempest Feat Tree

## Power Sweeps — Ranks: 5

Increases the damage inflicted by Flashing Arc combos.

| Rank | Modifications |
|---|---|
| 1 | DPS Increase 5% |
| 2 | DPS Increase 8% |
| 3 | DPS Increase 11% |
| 4 | DPS Increase 14% |
| 5 | DPS Increase 20% |

## Brutal Sweeps — Ranks: 1

Increases the chance of inflicting critical damage with Flashing Arc combos.

## Bleeding Revenge — Ranks: 5

Improves the Guard combo by inflicting a wound that bleeds for a short time.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increases Damage by 15% |
| 3 | Increases Damage by 25% |
| 4 | Increases Damage by 35% |
| 5 | Increases Damage by 50% |

## Requires 15 Points in the Tempest Feat Tree

### Stand Off — Ranks: 5

When in Frenzy Stance, your attacks are considered less threatening by your opponents, reducing the likelihood of them breaking off to attack you. More feat points invested lowers this threat assessment further.

### Disarming Aggression — Ranks 3

Grants an ability that for a short time increases the damage done by polearm combos without increasing the chance of drawing the target's ire.

### Redoubt — Ranks: 5

When you are struck with a melee attack, you have a small chance of increasing your chance of evading future attacks for a short period of time. This effect is limited to once every few seconds.

## Requires 20 Points in the Tempest Feat Tree

### Relentless Assault — Ranks: 1

Reduces the reuse time for all polearm combos.

| Combo | Decrease |
|---|---|
| Flashing Arc I | -1 |
| Flashing Arc II | -1 |
| Flashing Arc III | -1 |
| Flashing Arc IV | -1 |
| Flashing Arc V | -1 |
| Flashing Arc VI | -1 |
| Flashing Arc VII | -1 |
| Flashing Arc VIII | -1 |
| Guard I | -2 |
| Guard II | -2 |
| Guard III | -2 |
| Guard IV | -2 |
| Guard V | -2 |
| Disable I | -3 |
| Disable II | -3 |
| Disable III | -3 |
| Skewer | -6 |
| Stagger I | -6 |
| Stagger II | -6 |
| Stagger III | -6 |
| Stagger IV | -6 |

### Impale — Ranks: 1

Grants you an ability allowing you to charge your target and inflict a bleeding wound that damages the target for a short time.

## Requires 25 Points in the Tempest Feat Tree

### Brutal Maiming — Ranks: 1

Increases the chance of the Disable combo inflicting critical damage.

### Combat Mastery — Ranks: 5

Increases the damage inflicted by all your weapons.

| Rank | Modifications |
|---|---|
| 1 | +1.9 Damage |
| 2 | +3 Damage |
| 3 | +4.1 Damage |
| 4 | +5.3 Damage |
| 5 | +7.5 Damage |

### Combo – Skewer — Ranks: 3

**Weapon Requirement: Polearm**

Grants you the Skewer combo, a powerful polearm attack that impales the target. Investing more feat points increases the damage inflicted.

| Rank | Min. Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 50 | 217 | 60 seconds |

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | DPS Increase by 15% |
| 3 | DPS Increase by 30% |

### Master Pikeman — Ranks: 5

Increases the damage done by all polearm combos.

| Rank | Modifications |
|---|---|
| 1 | DPS Increase 4% |
| 2 | DPS Increase 6% |
| 3 | DPS Increase 8% |
| 4 | DPS Increase 10% |
| 5 | DPS Increase 14% |

### Sweep the Field — Ranks: 3

Increases the damage done by your Stagger combos.

| Rank | Modifications |
|---|---|
| 1 | DPS Increase by 10% |
| 2 | DPS Increase by 14% |
| 3 | DPS Increase by 22% |

## Crippling Thrusts — Ranks: 3

Increases the damage done by all your Disable combos.

| Rank | Modifications |
|---|---|
| 1 | DPS Increase 12% |
| 2 | DPS Increase 17% |
| 3 | DPS Increase 27% |

Requires 30 Points in the Tempest Feat Tree

## Combo – Riposte — Ranks: 5

Weapon Requirement: Polearm

This quick combo inflicts greatly increased damage if used shortly after you evade an attack.

| Rank | Min. Level | Stamina Cost | Cooldown |
|---|---|---|---|
| 1 | 50 | 151 | 12 seconds |

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | DPS Increase by 10% |
| 3 | DPS Increase by 20% |
| 4 | DPS Increase by 30% |
| 5 | DPS Increase by 50% |

## Hateful Vengeance — Ranks: 5

Improves the damage bonus received from the Vengeance effect.

Requires 35 Points in the Tempest Feat Tree

## Eye for an Eye — Ranks: 5

A permanent ability, any enemy striking you risks damage from an immediate counterstrike.

| Rank | Modifications |
|---|---|
| 1 | |
| 2 | Increase damage by 10% |
| 3 | Increase damage by 20% |
| 4 | Increase damage by 30% |
| 5 | Increase damage by 50% |

## Defiance — Ranks: 1

When you are below 50% health, attacks against you have a chance of causing you to regenerate health. This healing effect is limited to once every few seconds.

## Vengeance is Mine — Ranks: 5

Your attacks have a chance of increasing your Vengeance counter. This effect is limited to once every few seconds.

Requires 40 Points in the Tempest Feat Tree

## Lightning Reflexes — Ranks: 1

Improves your polearm combos by increasing the evasion bonus.

## Combo – Storm Strike — Ranks: 1

Weapon Requirement: Polearm

Grants you the lightning charged attack combo, Storm Strike, that batters all nearby enemies and flings them away.

| Stamina Cost | Cooldown |
|---|---|
| 977 | 120 seconds |

# THE GUARDIAN

The witch woman bade us to go, telling us that the evils plaguing the Wild Lands were connected to the ancient ruins. All our other efforts had been in vain, stemming the symptoms perhaps, but doing nothing to the cause. To really make a difference, we had to choke off the source. Although we usually fought for profit, nearly all our small band had grown up here, spent our youths playing at being the fighters we now were among the hills near Tesso. The one exception was Kanath, a Stygian mage. Though this was not her homeland, she had fought with us many times before and I sensed she was curious about the Sanctum for her own reasons.

I wasn't sure what to expect inside the ruins, but it wasn't this.

Spiders the size of wolves, walking corpses, still trying to perform the duties they did a millennia ago, when this was a living city. We fought our way through these terrors, almost glad when we came face-to-face with Nemedian soldiers, glad to face human foes once more.

Leaving carnage in our wake, we pushed deeper into the Sanctum. As we cleared the corpses off a flight of stairs a smell assailed us, overpowering even the rot and ruin that was what passed for air in here. From the smell we expected to turn the corner onto some great bloody slaughter, an army wiped out perhaps, although we knew no battlefield could lie even in these great halls.

I signaled for the group to stop and nodded to our Assassin. Slipping into the shadows as easily as I would slip on a cloak, he moved down the stairs in the direction I indicated. He returned much more swiftly than I thought, his face pale beneath his dark hood.

He spoke in low tones, telling us of the horror lying in wait. Its not that I disbelieved his words but that I couldn't comprehend the truth of it, I don't think any of us did.

In the center of a pool of blood stood the largest demon I had ever seen. Its skin glistened and rippled, as if the pool below it were continually feeding it, giving it life. I tightened my grip on my shield and looked over my companions, seeing if they were ready.

With a yell, I charged at the creature, meaning to attract its attention while the others got in place. I caught its first blow on my shield, its claw scoring the strong metal with gore. I quickly slashed at the creature's legs, making it screech. I was glad to see that it was flesh of a sort and could be harmed. My companions each plied their different talents, weakening the creature.

I did my best to parry its blows and my shield still held. I failed to move quickly enough and a massive swipe sent me sprawling into the muck. I regained my feet and I could see the creature was weakening, though the fight was not over yet. Turning from me, it grabbed Kanath and tried to bring her close as these, *things*, with hungry little mouths writhed under its arms, trying to get a taste.

I squelched the revolt in my stomach and hacked at the creature, using every Zingaran curse I could think of, goading it to pay attention to me. It worked. The creature dropped Kanath with a splash and once again turned to face me. I slid my sword up, far into its abdomen just as the mage regained her feet and blasted the monster with everything she had.

The demon howled and I was sure the ancient stone would come down around our ears but instead, the creature sank back into the pool at our feet, leaving us exhausted and covered in blood that was thankfully mostly not our own.

I would like to think that we banished the great evil of this place, but I doubt it. Something tells me that this monster was but a servant and that the master lies ahead.

## Skills

As a Guardian, the Taunt skill is perhaps the most important. Make sure you raise this skill as much as possible each level. Taunt gives you a chance to generate additional threat with every physical attack. This is essential when playing as part of a team. Also, make sure to keep your Bandaging skill very high. Couple this with Fast Healing and you can significantly reduce your down time between battles. Raising this skill increases the chance of interrupting an opponent's spell-casting, which can really make a difference in heated battles.

## Attributes

When selecting pieces of equipment, look for items that raise your Dexterity above all else, followed closely by Constitution and Strength. Dexterity raises your Defense Rating and Stamina, which allows you to take more punishment and increases the stamina pool from which you draw on to execute combos. Constitution is useful for the same reasons. By increasing your life and stamina, you can stay on your feet a little longer. Strength increases the damage of all your melee weapons, which is always useful.

## Soloing

Although the Guardian is the center of any group, this class is also capable of soloing. As a Guardian, your ability to wear Full Plate Armor goes a long way towards mitigating the damage you incur. Couple your defensive capabilities with powerful melee attacks and the Guardian becomes a very able fighter.

Use the Guardian's survivability to your advantage by taking out groups of minions and facing small groups of regular enemies with confidence. Always carry a few Health potions just in case. Stamina potions are a must, too. You certainly shouldn't rely on them for every battle, but they are great in a pinch.

## Grouping

As mentioned previously, Soldiers—and especially Guardians—are often on the front line of any group. The Guardian's ability to wear Full Plate Armor enables you to take the brunt of the damage dealt out by foes. In addition to the Guardian's Defensive Stance, you also have several abilities that allow you to Taunt enemies. Taking this approach makes them focus their attacks on you, allowing the rest of your team to fight in relative safety. For example, the Demonologist you are grouped with unleash a great deal of damage, but she needs a Guardian to keep the foe's attention away from her.

## PvP

Guardians are trouble for other classes in PvP play. A Guardian's armor and defensive capabilities make you very difficult to kill. Sure, many classes can dole out more damage in a one-on-one situation, but a Guardian can withstand a lot of what they can throw at you. For example, a caster trying to roast you inside your armor won't survive too many devastating strikes with your polearm.

The key to winning is to get close to your enemy as quickly as possible, thus negating any possible range advantage. As for other melee classes, Assassins will do everything possible to avoid Guardians. They have an impressive damage output, but not enough to break through your defenses before you crush them. Barbarians stand a good chance of breaking through a Guardian's tough exterior. When you are the aggressor, stay away from other Soldier classes unless you want to begin an interminable battle; instead, go for more lightly armored targets. As with soloing, carrying a potion or two for emergencies is a good idea.

# WASHED UP ON UNFORGIVING SHORES...

For most, life in Hyboria is harsh, and yours is no exception. You find yourself on a slaver ship, just another warm body to pull the oars, your face immaterial and your name only Slave.

Once you may have been something different, something more, but now you are only aware of the feel of the wood beneath your callused hands, your muscles moving in the mindless monotony of the oars, and the ever present promise of the lash if those muscles should fail. You are indifferent to the storm that rages around the ship. Even the sharp lightning that splits the darkened sky doesn't have the power to uncloud your mind. The hard rain slashes at your skin and the wind tosses the ship like the toy of a child and still you row, chained to the oar that is your world.

The last thing you hear is a sickening crunch from below as the deck splinters beneath your feet and the storm churned water wraps around you, dragging you downwards, and for the first time you can remember, you are no longer rowing.

Soon you will once again have need of a face and a name.

## CHARACTER CREATION

Creating your character is one of the most important decisions you make when playing *Age of Conan*. It is important to create a character you are comfortable playing. Your character is the identity through which you present yourself to the community in Hyboria, so create a character that fits your personality and play style. This doesn't mean that your character should necessarily look like the real you or even necessarily be the same gender. What it means is that you should create a character that feels right to you.

To create a new character, select one of the empty spots on the character select screen after you log in, then choose a server on the right. Your first decision is whether to play a female or male character. No matter the culture from which they herald, the women and men of Hyboria are strong, quick-witted and equally suited to the challenges of this harsh and brutal world. Your character's gender has no effect on gameplay and is solely a matter of personal preference.

## Choose a Class and Culture

Before choosing a culture, you must decide on a class. Not every class is available to all three cultures.

Aquilonians are a well rounded people with several classes available to them. The Soldier and Rogue archetypes are completely open to them as well as one of the priestly callings, the Priest of Mitra. Because of their devotion to this god, Aquilonians are the only culture able to walk this path.

The harsh lands of Cimmeria have suited these people to the physical pursuits inherent in the Soldier archetype as well as the combat oriented Rogue professions. Those Cimmerians having a kinship with Nature are able to walk the path of the Bear Shaman. They are the only culture able to do so.

The ancient culture of Stygia is steeped in the darker magics of Hyboria. Remembering things willfully forgotten by the other cultures, Stygians are the heirs to Acheron and the ancient dark magic still runs deep in their veins. Because of this, many are called to the Mage archetype. As the only culture able to wield these magics, Stygians have a monopoly on the magical arts. Stygians are also the only culture to produce the Tempest of Set, a member of the Priest archetype. Others are most comfortable working in shadows and choose the abilities of one of the Rogue classes.

The tables below show you which classes are available to which cultures.

**SOLDIER**

| Culture | Guardian | Dark Templar | Conqueror |
|---|---|---|---|
| AQUILONIAN | ✓ | ✓ | ✓ |
| CIMMERIAN | ✓ | ✓ | ✓ |
| STYGIAN | - | - | - |

**PRIEST**

| Culture | Priest of Mitra | Tempest of Set | Bear Shaman |
|---|---|---|---|
| AQUILONIAN | ✓ | - | - |
| CIMMERIAN | - | - | ✓ |
| STYGIAN | - | ✓ | - |

**ROGUE**

| Culture | Barbarian | Assassin | Ranger |
|---|---|---|---|
| AQUILONIAN | ✓ | ✓ | ✓ |
| CIMMERIAN | ✓ | - | ✓ |
| STYGIAN | - | ✓ | ✓ |

**MAGE**

| Culture | Demonologist | Herald of Xotli | Necromancer |
|---|---|---|---|
| AQUILONIAN | - | - | - |
| CIMMERIAN | - | - | - |
| STYGIAN | ✓ | ✓ | ✓ |

## Customizing Your Character

Once you have chosen a class, choose the Customize button at the bottom of the screen. This takes you to the first of the customization screens which allow you to personalize your character. First, choose what body type you want to have by using the Size triangle on the left. Click on the X in the center of the triangle and move it between the three points: Big, Thin, and Muscular. Experiment with this until your character is generally the size you want it. You are able to further customize specific body parts later on in the creation process. For now, you are just looking to choose a general body type. Next, move the slider to adjust your character's height and choose a skin tone.

Next, choose which, if any, Body Markings your character has. Run through this list to see what appeals to you. What fits your character's story? What do you find visually appealing?

### A 360° VIEW

Many body markings appear on the back or shoulders. To get a complete view of your avatar, click on it with your mouse and drag it to turn it around. This is useful throughout the character creation process.

The Mark of Acheron on your right shoulder never goes away, no matter what other markings you choose. This mark is part of your character's story and you wear it until you can find some way of removing this stain from your skin.

Before further customizing your character, pick a Voice Set in the upper left hand corner of your screen. While your character doesn't speak, choosing a voice is important because you often use your voice to cry out in anger or pain, or sometimes just to laugh at your enemies' expense.

Now that you have generally designed your body, it is time to move on to your face. Look for the three tabs to the right of your character. Select the top one to zoom in to your character's face.

The first thing to do is to select the basic set of facial features you want. Select a set from the Face dropdown menu on the right of your screen. When choosing a face, it is helpful to set the Facial Hair to none and the Hair Style to bald so that you can better see the structure of the face. Once you have chosen a template you like, turn your attention to choosing a hairstyle and color, as well as facial hair and eye color. You can also add Face Markings to give your character more, well, character. A well chosen scar, mole, or tattoo can help create a history. How did he get that scar on his lip? Is the tattoo across her eyes a sign of devotion to her god? Sometimes, a face marking can just look cool. Try them all out to see what works best for you.

If you want, you can take your character as is, enter a name, and start playing. To further customize your character choose the Advanced button at the bottom of your screen. Using the three tabs, zoom out to see your whole character. The menu on the left lets you adjust various body parts, making your character more realistic. Not everyone is beautiful and perfectly proportioned, and the people of Hyboria are no exception. Does your character have massive arms from years of swinging a sword in service to the King? Does she have small arms and a larger stomach from a lifetime of scholarly pursuits among the dark tomes in Stygia's guarded libraries? Whatever the reason, use these sliders to make your character better fit your view of them.

Once you are satisfied with the body, return to the close up view of your character's face. The sliders on the right give you many choices to make your character look unique. Use these to adjust everything from the size and placement of your eyes to the angle of your ears and size of your lips. With so many options, your character is truly your creation and won't look exactly like anyone else's.

At any time you can hit the Back button and make changes. Once you are completely satisfied with the look of your character, it is time to choose a name.

## What's in a Name?

Choosing a name is as important, if not more so, than creating your character's look. Your name is more than just the text that appears over your head—it is your identity in *Age of Conan*.

Choose a name that suits your character and fits your role in Hyboria. Even if you aren't a role-player, selecting a name that fits the world you are playing in is important. You want players to remember you for being great to group with, not because of your name. Zomghawtchick, the Ranger, may really know her class and be great to group with, but if other players only see the silly name, she may never get the chance to earn the respect her skill deserves. Ilikecheese, the Conqueror might seem hilarious at character creation, but is it going to be that funny months later when you are max level and involved with a serious guild? Stay away from pop culture references, silly phrases, and especially language that could be considered derogatory or inflammatory. If you have to stop and wonder if you something is inappropriate or offensive, it probably is.

## TORTAGE ISLAND

After creating your character, you wash up ashore on Tortage Island. The bodies of your fellow slaves and the wreckage of your ship lay scattered about the beach. All memory of your former life has been erased. Though dire, your situation is not hopeless. On the beach you are met by an older man, Kalanthes of Ibis. He gives you your first quest. To access your Quest Log, click on the Quest Log tab at the top of the screen to see what you need to do.

## Shipwrecked

You are not the only one to survive the storm. The slaver who lashed your flesh night and day, Saddur, has also escaped death! You must enter the jungle and kill the slaver before he reaches to the city.

This part of Tortage Island is set in its own instance. You can't group with other players, but you can speak to them. To reach the city you must get through the jungle. To the east is a chained woman, Casilda. She plies her trade among the sailors and soldiers of Tortage, but this treatment is too rough even for her and she needs your help.

To free Casilda you must kill the Scavenger and take the key to the chains. Turn around and head back down to the beach. Once you reach the shore, head south to find Scavenger Tuut picking through the grisly remains of the slaver ship. Kill him and take the Key!

## Combat

Once you get near the Scavenger, he draws his sword, ready for battle. To attack press 1, 2, or 3, on your keyboard, or use your mouse to click the arrow buttons in the middle of your hotbar. Each key corresponds to a directional attack based on the direction of the arrows. Scavenger Tuut isn't a particularly difficult foe and you have time to practice your swings on him.

The white arrows around his body are shield indicators. These indicate which direction he is most and least vulnerable to attack. If a side has no shield indicator, he is most vulnerable there. Conversely, he may have up to three indicators in one direction, meaning that his defense is strongest against attacks from that side. This information isn't as important with the early enemies you face, but becomes increasingly important as you move on in your travels and face more difficult foes. This basic information is all you need to work your way through the tutorial.

### USING THE HOTBAR

As you level you gain Combos and Abilities. Drag these to your hotbar for easy access. Open your Abilities tab at the top of the screen. Choose those abilities or combos that you want to put on your bar by clicking and dragging.

## Looting

Once you have slain the Scavenger, he drops a bag. You can either right click on the bag and choose to open it, or you can select the Use icon that pops up over the middle of your hotbar when you are close to the bag. Once the bag is open, take the key from inside by clicking on it or by choosing the Take All button. You can only hold so much loot at once and the foes you face in this jungle travel around with loads of junk. If you find your inventory full and you want to pick up a new item, drag an item out of your inventory and let go of the mouse button. You are then asked if you want to delete the item. By saying yes, you free up an inventory slot, but destroy the item, so only do this if you are positive you don't want something. It is a good idea to leave at least a few inventory spots open in case you come across something you really want to pick up. You can sell any extra loot you have once you get to Tortage.

## Experience

Each enemy you kill awards you Experience (XP). How much you get depends on factors such as the foe's level in relation to yours and the type of foe. Regular enemies are worth more than Minions of the same level, for example. Look for the gold bar on the bottom of your screen. This is your Experience Bar. As you gain Experience, this bar fills up, and when it is full you gain a level.

For more practice with combat, take on the Scavenger Lackeys found a little further south on the beach and the crocodiles roaming the area beyond them.

### BOSSES, MINI-BOSSES, AND MINIONS

As you journey through Hyboria you come face to face with many different kinds of enemies, ranging greatly in the amount of damage they can take and dish out. Bosses are the most difficult foes. They can take and deal more damage than regular creatures of the same level. Mini-Bosses aren't as tough as Bosses, but they are still harder to fight than regular enemies.

The Scavenger Lackeys here have [Minion] under their name. This indicates that they are less dangerous than regular enemies of the same level, meaning you can take on more minions at once than you can regular enemies without as much danger to yourself.

Down the beach, past the Lackeys, is the Ancient Crocodile. This large reptile is much tougher than his smaller cousins. Always remember that if the battle begins to take a bad turn, run away. Once you get far enough away from an enemy, it stops chasing you. Rest up, and once you are ready for battle, go back in and give it another try. Loot the small chest behind the crocodiles. It contains useful potions.

### POTIONS

Drag these potions from your inventory to your hotbar for use when you are low on health, stamina, or mana. Each potion has a different effect which you can see by holding the mouse pointer over it. These can be lifesavers during tough battles.

Return to Casilda with the Key and get her out of those dreadful chains. Casilda follows you until you reach the outskirts of Tortage. She won't help you fight, but she doesn't get hurt either.

Follow the path behind where Casilda was chained through the jungle. Almost immediately you are jumped by Pillagers and Looters. The jungle is full of desperate souls, trying to eke a living outside the boundaries of Tortage. Most of these enemies aren't difficult, but they give you the opportunity to practice combat, as well provide more suitable clothing. Anything you can equip or use has a grey background. Items with an orange background can not be used by you, at least not for now. As you move through this area, check loot bags for items you can equip.

### SLAVE MANACLES

You can't unequip your Slave Manacles. They mark you as an escaped slave and can only be removed by completing a quest before you enter Tortage.

Immediately to the right just past where Casilda is chained, is the camp of Ehtu-Agh. Practice your combat skills on these lowlifes! Take down the minions first, then concentrate on Ehtu-Agh. Once you have cleaned out this camp, return to the main path and head left. This camp contains another Boss, Kier-Dheed. Just like Ehtu-Agh, he thinks he is much tougher than he really is. Take down everyone in the camp and loot anything that looks like it might be useful.

The main path leads through additional weak enemies, like Looters, Pillagers, and Poachers until you reach the Head Poacher, another Boss. Get to full health before tackling him. Be careful, he has a few minions hiding in the immediate area. These Poachers depend on hunting the great Jungle Apes that live in the jungle for their living, and they don't take kindly to your intrusion!

## RESURRECTION POINTS

As you journey through the world you come across various Resurrection Points. When you die, you are transported to one of these large stones to resurrect. Each area has at least one, and sometimes several, Resurrection Points. When you die, you can choose to resurrect at any of the ones you have discovered in each area.

Past the Poachers, the path takes you into Pict territory. These fierce fighters aren't happy with your presence and try to kill you on sight.

Once you get past the Picts, you find Saddur near a gate. He is the most difficult challenge you have faced so far. Get to full health before approaching him. When you get close, he speaks to you and once he has had his say, he moves to attack you. With perseverance, you can defeat him and clear the way.

Once you have killed Saddur, head north to recover the key to the gate. Beware of the Picts guarding the path! There are several groups of them in the camp. Most are just normal enemies, but one group contains a Bat Pict Shaman who is much tougher. Once you defeat his small group, open the small chest behind him. As you battle through the Pict Camp, be aware that there are often Picts in the huts as well. After clearing the outside, it is always a good idea to enter the huts to check for hidden foes.

Once the Picts are clear, you are one step closer to finding the key you need to unlock the gate. Unfortunately, it is well guarded. Carefully enter the opening in the stone wall. Take out the 6 Fha'quth's Guardians one by one. They are spaced far enough apart that you should be able to do this. Steer clear of Fha'quth himself, who is guarding the chest in the center of the area. Once you have put down his friends, get ready to battle and head towards the jungle demon! This Boss is a difficult foe but one you can master. Attack constantly, never giving the demon a moment's respite. It is a good idea to save at least one potion of each type for this fight. Drink one if your mana, stamina, or especially health, gets too low. Eventually Fha'quth falls to the ground, leaving the chest unguarded.

Once you have the key, return back the way you came to where you faced Saddur and use the key to unlock the Acheronian Gate. Pass through it to head towards the city. This area of the jungle is inhabited by Jungle Apes. These strong, fierce creatures will tear you limb from limb just for being in their territory. Be prepared to defend yourself.

Guarding the bridge leading to the city is the Ape King. Larger than the other Jungle Apes, he is a challenging opponent. Fully heal before engaging him, and use all of the abilities and combos at your disposal. Once you have defeated him, take out the apes to the right before you cross the bridge. They are guarding a small chest of loot!

With the Ape King dead, the path is clear to reach the gate leading to the outskirts of Tortage. When you click on the gate, Casilda speaks with you and she proceeds on her own, leaving you on the other side. Once you enter this gate, you are finished with the tutorial and can not return to this area of the jungle. You may now group with others and are in the same instance of Tortage as many other players.

WALKING
Although you usually run from place to place, if you feel the need to slow down you can walk by hitting Backspace. When you are ready to switch back to running, hit it again.

Follow the path to the city, stopping to speak to Laranga, who is on guard duty. Unfortunately for you, Strom doesn't allow slaves in Tortage and your manacles mark you as an escaped slave. As Laranga instructs, travel back up the path and speak with the blacksmith, Turach.

Turach needs more Stone Bricks for the lava dam he is building. Take the path to the right to reach the quarry. Beware the Brutal Pirates that guard the path once you get close! Unfortunately, there is something more brutal than the pirates here as well. A Flesh Demon has built its lair near the quarry! This monster is so quick that it often seems to appear out of thin air when you are collecting the bricks. It is a tough fight, so be ready to use any combos, spells, or potions that you have on hand. Once the area is clear, collect 3 Stone Bricks and quickly return to Turach.

Turach honors your agreement and strikes off your manacles. Return to Laranga at the gate who now lets you into the city, and asks you to deliver a note to Tina. Enter the city gates and go inside the Thirsty Dog Inn directly to the right of the gate. Here you find Tina, who tells you where to find Nadini, the woman Kalanthes told you to seek.

You've fought through hungry beasts and desperate men to finally reach Tortage. With a suspicious eye and a quick blade you may manage to stay alive a little longer. Though the ramshackle city may look more civilized, and safer, than the dense jungle you are leaving behind, don't be fooled. The skills you honed in the jungle serve you just as well in the city.

In Tortage, the beasts are just harder to see.

# TORTAGE

The clear blue water, white sandy beaches, and lush jungles of the Barachan Isles make it among the most beautiful places in Hyboria. While pleasing to the eye, these isles are full of dangers, both seen and unseen—wild beasts, flesh-eating plants, and the most dangerous creature of all, man.

The city of Tortage is the lone outpost of what passes for civilization on the Isles. Within its walls is relative safety from the barbarous Picts that infest the surrounding jungles. If the Picts ever made a concentrated effort to take Tortage their burning arrows would rain down on the city like a thousand falling stars and the screams of Tortage, beggar and noble alike, would echo throughout the jungle. For now though, Tortage is safe from this threat as the Picts are busy with their own concerns among the soot and blood-stained altars deep within the Acheronian ruins.

The surrounding jungle is home to many threats, but Tortage holds its own dangers. While it was once a bustling free port, Tortage is now gripped in the mailed fist of Captain Strom and his sinister Red Hand. To consolidate his power Strom has blockaded the city and only a few select ships are allowed to dock at the once busy harbor. Though they are not well loved, the Red Hand keep the peace through fear, intimidation, and the liberal use of naked steel.

By day, Tortage is filled with rich nobles who have managed to stay within Strom's favor and the less fortunate who have plummeted in station until they are forced to beg for scraps from the very soldiers that helped ruin them.

Though despair has crept into the hearts of many, the situation is not yet hopeless. In back alleys and darkened corners there are a few who dare to whisper, to plan. Under the cover of night, these brave souls work to break Strom's stranglehold on the city. As you regain your memory and abilities you have the chance to become an integral part of this resistance, freeing Tortage and in the process finding the path to your own destiny.

Tortage Map Key

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 1 | Laranga and Guard Dog | 10 | Red Hand Sergeant | | Phoenic | 37 | Sakumbe |
| 2 | Thirsty Dog Inn | 11 | Isobel (Alchemist) | | Boozed Bullies | 38 | Warehouse Entrance |
| | Otho | 12 | Nalla (Common Food and Drink) | 24 | Ship Master | 39 | Wharf Door |
| | Alyssa | | | 25 | Claudiu and Slaves | 40 | Coastal Cave |
| | Sigurd | 13 | Junia | 26 | Tortage Sewers (Entrance to the Underhalls) | 41 | Filthy Pirates (Hostile) |
| | Tina | 14 | Town Crier | | | 42 | Back Entrance to Keep |
| | DeCario | 15 | Trader | 27 | West Gate | 43 | Drunk Pirate |
| | Cramaleico | 16 | Sancha | 28 | Boat to White Sands Isle | 44 | Mithrelle's Mansion |
| | Belesa | 17 | Tortage Pirates (Hostile) | 29 | Temple of Mitra & Ninus | 45 | Tortage Pirates (Hostile) |
| 3 | Skeggi | 18 | Violent Pirates (Hostile) | 30 | Odetta | 46 | Turach |
| 4 | Sassan | 19 | Entrance to Seadog Mansion | 31 | Benita | 47 | Wine Cellar |
| 5 | Delia | 20 | Valerius | 32 | Genzio's House | 48 | The Keep |
| 6 | Blacksmith | 21 | Nadini | 33 | Tarisha's Shop | 49 | Proxima |
| 7 | Telamon (Weaponsmith) | 22 | Royo | 34 | Bartholomo and his Shop | 50 | Feat Fixer |
| 8 | Dimas (Armorsmith) | 23 | Rum and Rumble Inn | 35 | Renton's House | 51 | Idogbe |
| 9 | Donus | | Padraig | 36 | Redrick | | |

## The Thirsty Dog Inn

To the right of the main gate is The Thirsty Dog Inn, the preferred watering hole in Tortage. Its comfortably worn benches and ale soaked floors offer a much needed Jack of Ale and more substantial help to aid you on your journey. Visit the vendor, Butterfly, to get rid of any unneeded loot you are carrying. Her prices are fair and she may even have an item or two in stock that might interest you.

## Day and Night

While in the rest of Hyboria it makes little difference what time of day you venture out, in Tortage the time of day determines which quests you can do. During the day you can pursue any of your daytime quests and even group with other players. While the city is certainly not safe, it is a bustling hive of activity with merchants plying their wares and Strom's Red Hand soldiers going about the everyday business of intimidation and fear.

At night, Tortage becomes almost a different city. Strom pulls his minions in close to the keep, guarding him from potential or imagined harm and careful denizens are able to attend to more personal business. Nighttime is the only time you can pursue your Destiny Quests. This quest line helps you to regain your lost memory and figure out along which path your destiny lies. Talk to the old sage, Nadini who puts you in contact with the person in Tortage who can best train you as you regain your lost skills. Each Archetype has its own trainer: Priests receive their instruction from Belesa, Mages from Cramaleico, Soldiers from Sigurd, and Rogues from Tina. All four of these trainers are found in the Thirsty Dog.

# The Red Hand

No tyrant, no matter how powerful, can rule without the support of loyal enforcers, and Strom is no exception. Before ruling Tortage, Strom and his band of pirates, The Red Hand, were the terror of the seas, pillaging the rich coastal settlements, and battling over looting rights with the Zingaran buccaneers engaged in the same trade. The Red Hand owed no nation its loyalties and instead followed only the command of its Captain, Strom.

Though they no longer feel the continual roll of the sea beneath their boots or spend their days ransacking the coastal settlements, The Red Hand has lost none of their love for gold and ale, and certainly none of the wanton brutality practiced in their piratical exploits. Instead, they look to the limited resources of Tortage to fill their need for loot, and to satiate their desire for perverse cruelties with which to fill their landlocked days.

For now, some do little more than shakedown the citizens for cash which they then spend on ale at the Rum and Rumble, or on more visceral pleasures at the Bearded Clam; others find more inventive ways to terrorize the populace. Though their pastimes may differ, all members have one thing in common—they are fiercely loyal to Strom, the man who led them on so many profitable adventures. They care not what darkness with which he traffics, as long as they continue to get their cut.

Within Tortage, The Red Hand mostly roam about the city, keeping an eye on things, and give you no trouble if you leave them alone. Stay out of their way, and you may escape their notice. Encounter The Red Hand outside the city proper, in The Underhalls or deep within White Sands Isle for instance, and you should expect, and give, no quarter.

Despite its pirate origins, The Red Hand functions as a military organization with numerous ranks and jobs. During your time in Tortage, you encounter and do battle with many members of The Red Hand, from basic foot soldiers, like the Red Hand Guards to high ranking named officials, like the vile pirate captain, Delia and the heavy handed assassin, Quesado. A few of the more common types of Red Hand soldiers are listed here.

**Level 11-12, 14, 17**

While the Red Hand isn't exactly known for its kindness, Strom's Prison Guards seem to be chosen for their eagerness to inflict pain on the helpless prisoners.

**Level 11-12, 14**

Despite their name, don't expect any help from the Red Hand Protectors. They aren't here to protect Tortage from the resident thieves and cutthroats. These members of the Red Hand roam The Underhalls protecting their own interests.

**Level: 11-14**

The Red Hand Garrison protects Strom's interests and they get a cut of the action. Unlike the guards in town, any Red Hand you encounter in The Underhalls considers you to be an intruder and attacks accordingly.

## VENDORS

Despite the blockade, Tortage does still support a few vendors. Vendors are NPC's who buy and sell items. Each vendor has a specialty, such as weapons, armor, or food and drink. To interact with a vendor, right click on them or on the Use symbol near the bottom of your screen when you have them targeted. This brings up a window showing you their wares; you may need to scroll down to see their inventory. To make a purchase, select the desired item and click Buy. As long as you have enough money to purchase it you can now find the item in your inventory.

Look for the sell tab at the top of the merchant screen. If you select it, a list of items in your inventory that can be sold appears, along with the price the merchant is prepared to pay for each item. To sell, just select an item and click Sell. If you make a mistake, don't worry! Just click the undo button to have your item returned to you. This only works for the last few items you have sold, so you do want to pay attention when emptying out your bags.

### EQUIPPED ITEMS

You can't sell any items that you have equipped, so don't worry about accidentally selling your favorite hat or lucky sword.

At night, the only operating merchant is Butterfly in the Thirsty Dog. She can take unneeded items off your hands and sell you food and drink to bolster your reserves. During the day you have more options. To the west of the gate when you enter the city you find both Dimas, an armorsmith, and Telamon, a weaponsmith. While neither carries anything beyond the basics, check out their wares to see if they carry anything better than the scraps pulled off the cooling corpses of your enemies.

### TIME FOR AN UPGRADE

While the Broken Oar has served you well (you can always measure the resounding crack it made against the skull of your former slave master) once you reach Tortage, it is time to upgrade your weapon to something more suited to your growing abilities.

With the city gate at your back, the Thirsty Dog Inn is to the right. Directly ahead is Tortage's small marketplace. While it is no longer bustling with commerce as it did before the blockade, there are still a few merchants who are eking out a living among the dejected denizens. Here you find Isobel, an alchemist who sells potions to aid you during tough battles.

### POTIONS

It is always a good idea to carry a few potions around for use in tough battles. Keep a few health potions on you to use during battle if you are in danger of dying. If you find yourself running out of stamina or mana during tough fights, keep a potion or two on hand to give you an extra edge. Drag the potions to your hotbar for easy access.

## Feats

At level 10, you begin to accumulate Feat Points. Distribute these points among the various feat trees to customize your character to your style of play. Look over each tree to select the abilities that most suit you. For more complete information about feat trees, please see the class section of this guide.

If you don't like the way you allocated your feat points, don't despair! To reset your feats, speak to the Feat Trainer in one of the following cities: Old Tarantia (Mivera), Conarch Village (Cowal), and Khemi (Zahra). Keep in mind that this does cost you some coin. When your feats are reset you lose any abilities or spells that come from your feat trees so reallocate your feat points before going into another battle.

## Quests

In addition to your class specific Destiny Quests, Tortage offers a plethora of quests that give you more than enough content to solo or to group with friends without having to "grind" to get your levels.

NPC's with quests for you have a gold exclamation point over their heads. Quests that are just a bit too high for your level are indicated by a silver exclamation mark, letting you know to check back once you have gained a level or two. Although quests are marked in this way, it is always a good idea to talk to every NPC you encounter. Many of them have interesting stories and add flavor to the environment. Also, if a quest is significantly beneath your level the NPC won't have an exclamation mark, but you can still earn experience for completing the quest and it may chain into a more difficult, and rewarding, one!

QUEST LOG
If you forget where you need to go next, consult your quest log at anytime by pressing the far right tab in your user interface.

Each quest is divided into sub-quests which indicate the different steps in the quest. You won't always get a reward for completing each step of the quest, but you need to complete all the steps to move on. Once you leave Tortage it becomes more common for you to only receive a reward at the end of a quest chain.

### GROUP QUESTS

Some quests in your Quest Log have the symbol next to them. This means that it is a group quest and is best tackled by grouping with at least one other person, and possibly with a full group.

## Daytime Quests

While the blockade has changed Tortage's economy for the worse, this sometimes works to your advantage. Many residents need your help and gladly pay in coin or barter for your assistance. The following quests are grouped according to the area you perform most of the quest tasks in. All quest givers are marked on the map of Tortage.

## Tortage and the Surrounding Jungle

| Treading Lightly | |
|---|---|
| Quest Giver | Sassan |
| Rewards | Hand Crossbow and Basic Bolt Quiver |

Brutal Pirates have taken over Sassan's home and he has been forced to retreat behind the walls of Tortage. To ply his trade he needs 3 of the **Spools of Thread** that he left behind. Exit Tortage and head right, past the Resurrection Point, to reach an encampment with Brutal Pirates. Try to pull them to you instead of rushing into their camp so that you only have to fight one at a time. Once you have cleared a path, climb the stairs to Sassan's hut and grab 3 Spools from the shelves and tables there. Return to Sassan to collect your reward.

| Tailored Tasks | |
|---|---|
| Quest Giver | Sassan |
| Prerequisite | Treading Lightly |
| Rewards | Gator Leggings or a Crocodile Tasset |

Sassan has had a tough time making a living since Brutal Pirates took over his hut, but he sees a way you can help him resume his work. Travel to White Sands Isle and kill 40 Saltwater Crocodiles and gather their skins for Sassan. Don't waste your time on the young ones; their skin is much too thin for Sassan's needs. Return to him once you have finished.

| The Unwritten Law | |
|---|---|
| Quest Giver | Laranga |
| Rewards | Laranga's Aim and Basic Arrow Quiver |

The Brutal Pirates have stolen barrels from The Thirsty Dog. Laranga needs you to take back two of the barrels and to decapitate one of the Brutal Pirates as a warning to the others.

TWO BIRDS—ONE STONE
Always try to pick up all the available quests that you can. Sometimes you are asked to deal with the same enemies for more than one quest, and you save yourself time and trouble if you can complete more than one quest at once.

| Skeggi's Fish | |
|---|---|
| Quest Giver | Skeggi |
| Rewards | Rusty Fillet Knife or Rusty Hook |

Skeggi used to make a decent living by fishing, but Tortage Pirates have now taken over the dock where he used to fish. He needs you to retrieve his catch so he doesn't starve. Head to the southwest part of the harbor and fight through the pirates guarding the warehouse. Skeggi's catch is drying on the racks behind the building. Once you pick up four of the fish, return to Skeggi.

### THE HARBOR RESURRECTION POINT

While you're on the way to pick up Skeggi's fish, take a moment to walk around the last few buildings on the right of the path until you discover the Harbor Resurrection Point. If a battle goes badly, this gives you another point where you can resurrect.

## A Name to Die For

| | |
|---|---|
| Quest Giver | Donus |
| Rewards | Boar Spear, Woodsman's Axe or Donus' Proof |

Donus was once a prosperous merchant and owes his lowered station in life to Strom's Blockade. Wishing to regain some status, he passed along some information and because he has become an informer, his life is now in danger from a band of Filthy Pirates. Kill three of them to exact his revenge! These pirates aren't too tough, but they do like to gang up on you, so be careful.

## A Fishy Future

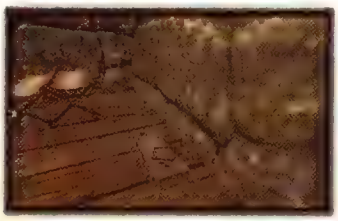
| | |
|---|---|
| Quest Giver | Skeggi |
| Prerequisite | Skeggi's Fish |
| Reward | Fisherman's Spear |

Skeggi appreciates your help and is eager to return to his life of fishing once Strom's blockade ends. He worries though that his favorite fishing spot on White Sands Isle is overrun with Picts! Travel to White Sands Isle and slay 50 Picts, making it safer for Skeggi to return to his trade.

## The Mitra Clergy

| | |
|---|---|
| Quest Giver | Ninus |
| Rewards | Eviscerating Deflex Bow and Arrow Quiver |

A wealthy pirate captain has stolen a book sacred to the priests of Mitra and Ninus charges you with getting it back. Speak with Belesa in the Thirsty Dog to see if she knows where it is. Head to the Seadog Mansion inside Tortage. Once there, head to the right and down the steps to take out the Mansion Guards on duty here. Inside the room is the missing book on a small bench along the left hand wall. For an extra challenge you can go upstairs to face the Captain, but it isn't necessary to complete the quest. Once you retrieve the book, return to Ninus.



## Dead Meat

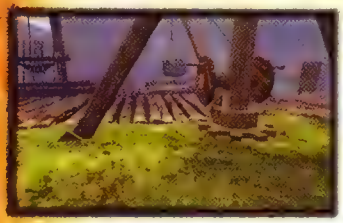
| | |
|---|---|
| Quest Giver | Ninus |
| Rewards | Severely Salted Steak |

The temple's provisions are in short supply and Ninus needs you to get some meat for him. The Cunning Pirates overlooking Tortage have **Salty Meat** in their camp. Follow the path up from the Mitra Temple, past the Barrelchest Apes that roam the area, until you reach the Pirate Camp. Once there, grab 4 pieces of Salty Meat and return to Ninus.

## The Legendary Turach

| | |
|---|---|
| Quest Giver | Turach |
| Rewards: | Key to Treasure Chest and Coarse Slippers, Boiled Boots, or Bronze Ring Boots |

Turach is expecting a special Crate of Cimmerian Blue Steel that he needs to finish his work. He sends you down to the harbor to talk to Captain Redrik. The crate is stuck on the winch and it must come down before you can deliver it to Turach. Jiggle the handle of the stuck winch by Using it. This sends the crate crashing to the deck of the ship. Grab Turach's supplies and head back to him. The Key he gives you opens a treasure chest outside the Mausoleum on White Sands Isle.



## Dousing the Fire

| | |
|---|---|
| Quest Giver | Turach |
| Rewards | Pirate's Black Bandana or Pirate's Rugged Kilt |

Building a lava dam is thirsty work and Turach has been at this for a while! He can't even stop to get a drink. Head to the Mitra Wine Cellar below the temple and collect 2 **Dusty Wine Bottles** and bring them to Turach. The priest will never miss them.

## Empty Stalls

| | |
|---|---|
| Quest Giver | Blacksmith |
| Rewards | Rat-in-a-Trap |

With the blockade, business has been very slow for Tortage's Blacksmith. It has been even harder on other shopkeepers and some have even left their stalls standing empty. The Blacksmith asks you to collect some items from these abandoned stalls. No sense letting the tools go to waste! Collect a **Meat Cleaver**, a **Roll of Leather**, and a **Rolling Pin** from the abandoned stalls near the harbor. For your help the Blacksmith rewards you with a Tortage culinary specialty.

## Time to Pay

| | |
|---|---|
| Quest Giver | Sancha |
| Rewards | Alley Beater or Alley Stabber |

Sancha, mistress of The Bearded Clam, doesn't stay in business by giving anything away and the Tortage Pirates need to learn to pay their tab. They can be found directly to the southwest of Sancha. Thin out their ranks until you collect 3 **Pirate's Coin Pouches** to give to Sancha. These pirates may have been tough enough to steal from Sancha, but they are no match for you!

## Junia's Revenge

| | |
|---|---|
| Quest Giver | Junia |
| Rewards | Aged Bloodbelly Ale |

As one of Tortage's elite noble class, Junia used to worry about very little. Since Pirates stole her family's heirlooms, her thoughts have turned to little else besides vengeance. Kill 3 Violent Pirates in the Noble District to satiate her bloodlust.

## Wisdom Through Venom

| | |
|---|---|
| Quest Giver | Valerius |
| Rewards | Mullwater, Old Heartsip, or Bloodbelly Ale |

To aid Tarisha, Valerius needs some of the toxic ingredients harvested from the creatures in Mithrelle's garden. Follow the path past the Temple of Mitra. Near Mithrelle's mansion are Scorpions and Spotted Snakes. Cut the venom sacs out of these creatures to collect 3 **Scorpion Venom** and 3 **Snake Venom** and return to him.

## Tarisha's Sorrow

| | |
|---|---|
| Quest Giver | Bartholomo |
| Prerequisite | Xantia's Wrath |
| Rewards | Executioner's Blade |

Knowing that Tarisha is always unlucky in love, Bartholomo asks you to eavesdrop on her and Valerius. Head to the Preparation Chamber in the Acheronian Ruins, near the water, to listen to their heartrending conversation. Return to Bartholomo with your findings.

## Tarisha's Sacrifice

| | |
|---|---|
| Quest Giver | Bartholomo |
| Prerequisite | Tarisha's Sorrow |
| Rewards | Sour Greensap, Puncturing Deflex Crossbow, and Bolt Quiver |

From your eavesdropping, you heard Valerius say that he could help Tarisha with her curse. Speak to Valerius on Bartholomo's behalf to see if you can help Valerius with this task. He has found a ritual that will rid her of the curse. Ask Nadini for help locating the items on the list.

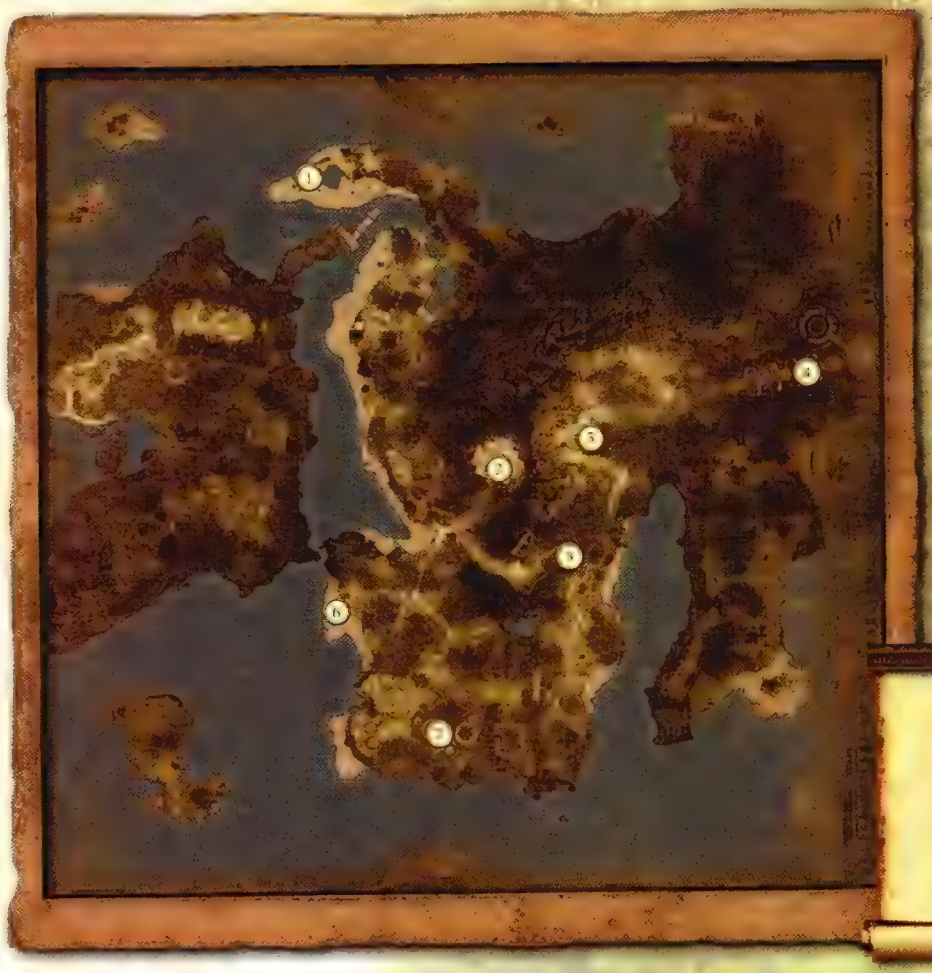
Collect a **Pirate's Earring** by killing a Boozed Bully in the Rum and Rumble Inn. Seek out a Cannibal Slave of Acheron in the Underhalls to collect a **Sharpened Tooth**. Tham'Kur in the Acheronian Ruins has the **Serpent Ring of Set Replica**. He is found near Genzio, down toward the water in the ruins.

**Level: 18 Boss**

This savage Pict Boss is a tough foe found down past Genzio and near the water. Before you face him, be prepared for a difficult fight.

Once you have collected all four ingredients, take them to Valerius. Return to Nadini to find out what she has learned. Speak with Valerius to try to dissuade him from this diabolical plan. Head to the Preparation Chamber in the Acheronian ruins to stop Tarisha before it is too late. Talk to Valerius once you learn her fate.

# WHITE SANDS ISLE



White Sands Isle

1 Boat
2 Mausoleum
3 Strom's Den
4 The Halls of Fear
5 Nest of Eagle Feathers
6 Wrecked Ship
7 Main Pict Village

As if Tortage itself didn't hold enough potential threats to a new adventurer, the surrounding jungle and islands hold dangers even more fearsome than the Red Hand! To reach White Sands Isle travel to the harbor and head east until you reach the docks, then go north. At the edge of Tortage is a small rowboat. Click on it to Use it to ferry yourself over to the Isle. The clear blue water and beautiful beaches from which it takes its name at first glance make the island seem much more peaceful than it really is.

A few steps from the boat is the first of the Pict camps on the beach. Numerous Picts infest this island with small groups on the beaches and larger, more heavily guarded camps fill the interior jungles. Some of the Picts have even made pacts with the jungle beasts, living in peace with the Barachan Panthers that roam the island.

Man isn't the only threat you must guard against here. The jungle holds apes, tigers, crocodiles, and other beasts as well. The savagery of the jungle animals and the fierceness of the Picts is no surprise, but should you make it past these challenges through strength of arm or stealthy ways, deep in the jungle, where even the Picts do not tread, strange dark horrors are gathering. If you choose to invade the space they claim, you need all of your strength, and possibly some allies, to face the dark beings lurking there.

# THE PICTS

While the atrocities of battle are well known among the Hyborians, no other group of people inspires such hatred and fear among the "civilized" people of Hyboria as do the savage and unrestrained Picts. Even in the larger cities, Hyborians are no stranger to violence, but the distant beat of a Pict war drum can induce a matching thudding in the heart of the most hardened warrior or bloodthirsty pirate that hears it.

They have no need for a unified nation, but instead are organized into oft-warring tribes. On White Sands Isle are the Panther Picts. They revere the sleek predator that makes the jungle its home, often having tamed panthers among their war parties and camps. Within the Acheronian Ruins, the Bat Picts have awoken an ancient evil and it has twisted them into ghastly and insane beings. They have mixed their own kind with the demons caught in the ruins to create the monstrous Demonic Picts, as well as the strange, man-like bat creatures that keep watch over their dwellings.

**Level: 5-10, 16-17**

The Panther Pict Scouts is often seen patrolling the area between Pict camps, both alone as well as inside larger groups of Picts. Whenever possible, take out these lone scouts before moving forward to take on the larger groups.

**Level: 5-6,9-10,15-17**

Highly skilled with a bow and arrow, these Picts attack from range whenever possible. Move up to engage them to force them to fall back on their inferior melee skills.

**Level 6, 8-11, 16**

The Panther Pict Shaman hold all of the magic lore of the Picts on White Sands Isle. While they are tough fighters in their own right, they are most dangerous when healing their brethren. Take them out first in any fight to avoid needlessly, and painfully, prolonging the battle.

**Level: 6,9,15,17**

The Panther Pict Maulers are the Panther tribe's elite fighting force. They are tougher than the other Picts on White Sands Isle and can be deadly if they catch you unaware.

**Level: 9-10**

These Picts have formed a bond with the panthers of the jungle and command them with ease. The Pict Panther Master is often surrounded by Pict Panthers or by Young Pict Panther minions. Always take down the Master first so that he can't call other cats to his aid.

**Level: 18**

Pict Chieftains hold their position through sheer strength of arms and will. Anytime you meet one, know that you are facing the best that the tribe has to offer and expect a good fight.

**Level: 12**

These Pict casters harness the power of lightning to attack their foes!

**Level 12-15 Mini-Boss**

The Bat Shriekers are Mini-Bosses and always have several Small Bat minions nearby. Defeat the Shrieker before taking out his pets or he will just keeps summoning them to the fight.

**Level: 12-18**

Much like the Shaman, Pict Healers attack on their own, but their strength lies in keeping up the hardier Picts.

**Level: 13-18**

Like Pict Fighters, Warriors are the melee backbone of Pict forces. These higher level soldiers can be tough to battle, especially in large numbers so be very careful attacking a group of them.

**Level: 9-17**

These fighters are the standard foot soldier of the Pict horde. They move in close to melee range to engage you and won't hesitate to eliminate any who they see as a threat.

**Level: 14**

These unnatural creatures patrol the Pict camps among the Acheronian Ruins, viciously attacking any strangers they see and alerting the nearby Picts to the danger.

**Level: 11-12**

**Level: 9-12**

These Picts have formed a close bond with the large bats that they use to patrol their camps. They attack from range with deadly arrows.

**Level: 10-13**

The Pict Shaman are revered among the tribes and hold considerable power. Their arcane knowledge allows them to heal themselves and other Picts, keeping the battle going longer.

**Level: 12-15**

In working with dark magic, the Picts discovered how to blend their own people with the demons that gave the Acheronians their power. Stronger and faster than ordinary Picts, it takes a great deal of force to put down one of these and they are rarely found alone. They prefer to attack in a group with other Picts.

## ENEMY IMAGES

When you see an enemy image that has only name and level data, it's there to provide a visual reference for you as the enemy is likely part of a quest. Whether you need to kill them for revenge, or because they drop a necessary item, they are shown here so you can quickly identify them among other enemies in the area.

# White Sands Isle Beasts

The Picts may be the undisputed masters of the isle, the jungle also holds many wild creatures who see you only as food.

**Level: 6-7, 11**

These great cats silently tread the jungles, stalking their prey. Keep a close eye out for these stealthy predators if you don't wish to become a snack. When one senses easy prey more are apt to come out of the jungle looking for their share.

**Level: 5-8, 14-15**

There are always plenty of unfortunate adventurers to keep the crocodile populace well fed on White Sands Isle. Even so, these creatures are always ready to use their dagger-like teeth to make you their next meal.

**Level 12 Boss**

This aficient crocodile is so large that you would be little more than a nice light snack. Unless you feel the need to end your life in a messy manner, stay clear of this monster unless you are experienced or if you bring friends.

**Level: 7-11**

Panthers aren't the only great cats to call White Sands Isle home. These huge beasts can take off a limb in one bite so be careful when dealing with them.

**Level: 12 Boss**

The legend of this great jungle tiger has grown so great that he has been given a name to distinguish him from the lesser beasts of his kind. Tear-Kirahn is much more difficult to defeat than his unnamed cousins. Be ready for a tough fight, or steer clear of him.

**Level: 10-12**

There is only a small population of Jungle Gorillas on White Sands Isle, but they can be challenging, especially if they catch you off-guard. Look for them in the denser parts of the jungle. They are often foraging with Young Jungle Gorillas, their Minions.

**Level: 6**

Some don't care how they make a living, as long as they can make a profit. The two Grave Robbers camped near the Mausoleum entrance are no exception. Watch for them while walking on the path to the Mausoleum. Once you are ready to enter the Mausoleum, these thieves should pose little danger to you, but they can be troublesome when you are collecting mushrooms for Alyssa.

| Empty Reserves | |
|---|---|
| Quest Giver | Alyssa |
| Rewards | Guardsman's Pike, or Metal Buckler |

With Strom's blockade in place, it is difficult for The Thirsty Dog to get all of the supplies it needs. Alyssa asks your help in restocking the inn's larder by collecting 6 **Mushrooms**, 6 **Panther Meats**, and 4 **Coconuts**. Coconuts are found near palm trees along the sandy beaches of White Sands Isle, not too far from the row boat. Expect to encounter some Barachan Panthers, which have the meat you need, in the same area. Getting the mushrooms is a bit more difficult. The only place they flourish in the Island is near the Mausoleum. Follow the beach towards the ruins. Once you get close to the Mausoleum, beware the pair of Grave Robbers who have camped near the entrance. Take them out to harvest the nearby Mushrooms.

### Turach's Treasure Chest Key

The Key you received from Turach upon completing The Legendary Turach quest opens the chest in the Grave Robbers' camp.

### Path of Asura

If this is the only quest you need to complete on White Sands Isle right now, use your Path of Asura to return to the Inn directly. This ability is a great time saver.

# TORTAGE

I'd been around long enough to know that if I wanted to keep all my bits, I would just sit there and stay silent while the Red Hand took what they wanted. It was an easy decision; I liked all my bits.

Alyssa glared at the Sergeant as he pilfered the tavern's stores, directing his men to take all the ale they could carry. No doubt they would head back to the safety of the keep to enjoy it come nightfall.

The Red Hand have always been somewhat free with their mouths, and their fists, but lately things have been changing for the worse. They've squeezed Tortage until she has not only bled, but been bled dry. Strom's troops run rampant through the city, taking anything they want and often destroying what little they don't.

I watched as Alyssa and Sigurd exchanged a look but when her eyes came to rest on me I suddenly found the sour jack of ale in my hands to be very interesting. There are things worth dying for, a barrel or two of the swill that passes for drink in Tortage these days isn't one of them. Like everyone else under Strom's yoke, I've learned to pick my battles carefully.

Change is coming to Tortage, but the coin that buys it will be naked steel, fire, and death. It remains to be seen even if we pay the price if it will be enough to free the city from Strom and his ilk, or if the conflagration will just destroy what little hope remains to the people here.

As I sit here with my feet near the fire and the stale jack in my hands I can almost taste the steel, smell the death waiting around the corner. Change is coming to Tortage, but not yet.

I still have time to finish my drink.

| The Worshipper's Demise | |
|---|---|
| Quest Giver | Idogbe |
| Reward | Hash |

Idogbe sold 15 valuable gems to a group of worshippers who intended to perform a ritual on White Sands Isle. Once there, this naïve group quickly became food for the hungry beasts! Never one to see profit go to waste, Idogbe asks you to journey to the isle and retrieve his gems from the bellies of these beasts. Once you have found the 15 gems, return to Idogbe.

| Dry Times | |
|---|---|
| Quest Giver | Alyssa |
| Rewards | Heavy Club, or Rusty Hatchet |

The Red Hand are used to taking what they want, and this time they have taken almost all of The Thirsty Dog's ale! Alyssa sends you out to talk to the Red Hand Sergeant in charge of the pilfering. He is found in the marketplace and he's not too concerned with the theft, but agrees to give you some ale in exchange for 7 of the **Sparkling Blue Stones** that the Picts on White Sands Isle often carry. Travel to the Isle and slaughter Picts until you collect 7 of the stones and return to the Sergeant.

# THE COASTAL CAVE

This small network of caverns contains many threats, both natural and unnatural. You must travel through the creatures that call it home to find the item for which you are searching.

**Level 18**

All the creatures in this Coastal Cave have grown larger than their jungle counterparts and the Wedge Snake is no exception. Watch out for its sharp fangs.

**Level: 18**

Watch out for these huge spiders. They would like nothing better than to catch you in their web.

**Level 18 Boss**

He may have started out one of the good guys, but an afterlife of torment and fear has changed his outlook. Defeat this restless spirit to retrieve the seal.

| Ruins and Demise | |
|---|---|
| Quest Giver | Raboz |
| Prerequisite | Gone with the Wine |
| Rewards | Coarse Gloves, Boiled Gloves or Bronze Ring Gauntlets |

Raboz has a haunting problem. Specifically he is being haunted by his ancestor, Kira. To stop this he must recover a set of seals once owned by his family. He sends you to talk to Delia, a loyal Red Hand guard, who possesses the first seal. She finds the whole situation amusing and sends you off to take the shirts of the backs of three beggars. Look for Donus in the marketplace and Odetta and Benita in the Poor District. Once you return to the harpy with these shirts she gives up the seal.

Return to Raboz, who has been released from prison and is now in Bartholomo's shop. He lost the second seal by gambling with the slaver, Sakumbe. Find Sakumbe on his boat and play his game until you win the seal. Return to Raboz who then sends you to the Coastal Cave to look for the third seal. Travel along the harbor, past the lighthouse to find the cave entrance.

Once inside, look for the Ghost of Kira's Husband to find the seal. Once you have recovered the seal return to Raboz who then sends you to the Mausoleum on White Sands Isle. Once there, you meet up with Raboz who opens Kira's tomb to unleash Glath-Gorleg, a demon! Though there is little you can do for Raboz, put down the demon before it can escape into the world. Report to Bartholomo when the deed is done.

# THE MAUSOLEUM

Deep in the jungle lies an almost forgotten tomb. Its walls have become home to corrupted beasts and men. If you venture in, be ready to face these twisted creatures who stand in your way.

**Level 11-12**

Though they were once no more bloodthirsty than pirates always are, these Trapped Pirates have been caught inside the Mausoleum for quite a while and have become warped by their surroundings. Put them out of their misery so you can continue on your way.

**Level: 11-12**

These cats look like their regular Barachan counterparts, but have become so twisted that they attack not out of hunger or loyalty but out of sheer hate.

**Level: 15**

The guardians of the entrance to Strom's den.

**Level: 11-12**

More so than the other corrupted creatures, Vile Apes have become overly vicious, perhaps because of their closeness to man. Put down these rabid creatures before they can rip you limb from limb.

**Level: 15**

These small, demon-like creatures guard the demonic plant that has taken root in Strom's island den.

**Level: 16-17**

These reminders of an ancient age have stirred themselves once more to guard this place of eldritch power. They are quite formidable, dealing a great amount of damage.

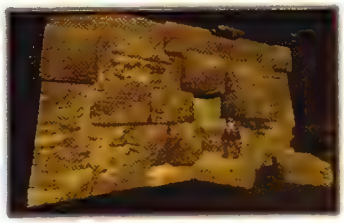
**Level 16-17**

Like their larger comrades, Lesser Black Ones can put up quite a fight. Though they are not as dangerous as the Black Ones, they can still spell doom for an unprepared adventurer.

## Path of the Pirate

| | |
|---|---|
| Quest Giver | Drunken Pirate |
| Rewards | Pirate's Bandana, Pirate's Rugged Kilt, Pirate's Shirt, or Pirate's Handguards |

The Drunken Pirate is upset that he isn't allowed in anywhere to drink and he blames Renton. Enter Renton's place next to the Drunken Pirate to see if you can find a solution. Renton is willing to shut up the pirate with some drink. Travel to the Mausoleum in White Sands Isle to find Renton's stash of **Spiced Wine**. Break down the crumbling wall to find the Wine stashed in with a group of Trapped Pirates! Defeat them to gain your prize. Return with it and give it to the Drunk Pirate to finally give Renton some peace.



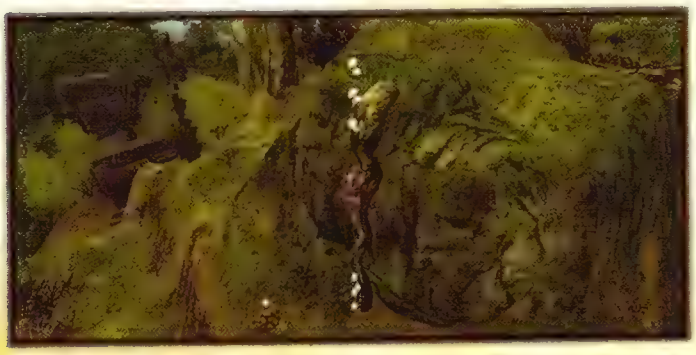
### DESTROYING THE ENVIRONMENT

While some items require a single click to use them, others require a more destructive approach. Such is the case with the wall in the Mausoleum; anytime you encounter an object that can be destroyed, your mouse pointer turns into a sword, just as it does when you mouse over targets that can be attacked. To destroy an object just move close enough and unleash your attacks.

## Feathers for Quills

| | |
|---|---|
| Quest Giver | Bartholomo |
| Rewards | Skinning Dagger and Dusty Painting |

Bartholomo only uses a special kind of feather to make his quills and he is running low. Travel to White Sands Isle to collect 3 **Feathers** for him. The feathers are found high up in the hills. Luckily, you don't need to contend with any of the great birds who once roamed the area, just collect a few of the discarded feathers near their nests. Return to Bartholomo to claim your reward.



### CLIMBING

Many times the only way to reach an area is to climb. Climbable surfaces include ladders, cliff faces, and even the side of some buildings. When you face a climbing point, it shows up as a target. Move close enough the climbing point and press U to climb.

## Den of No Return

| | |
|---|---|
| Quest Giver | Laranga |
| Rewards | Laranga's Dagger, Laranga's Club or the Scarlet Pirate Shirt. |

Laranga has heard rumors of a monstrous plant on White Sands Isle. Find Strom's Den and slay the Flesh Eating Plant inside. To kill this ferocious flora you must destroy it where it emerges from the ground on the bottom floor of the den. Beware the Feeder Minions that guard the plant! Return to Laranga once the deed is done.

## The Lost Bottles

| | |
|---|---|
| Quest Giver | Ninus |
| Rewards | Bloodbelly Ale |

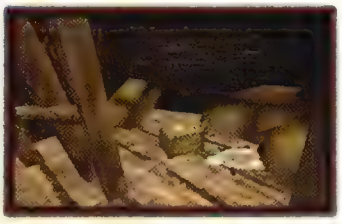
Mitra brings comfort in many forms, and Ninus isn't the type of man to question his god. He sends you to White Sands Isle to collect 5 **Bottles of Rum** and 5 **Bottles of Wine** that have washed up on shore. Watch out for the crocodiles that patrol the area near the crates. The area is heavily populated with them. Once you have collected the spirits return to Ninus.

| The Shadow Brotherhood | |
|---|---|
| Quest Giver | Decario |

Decario is a member of the ominous sounding Shadow Brotherhood. He gives you a pass-phrase to pass on to a member of his society once you leave Tortage for your homeland. Cimmerians should speak to Borcha in Conarch Village, Aquilonians to Mellus in Old Tarantia, and Stygians to Tali in Khemi.

| Queen of Punishment | |
|---|---|
| Quest Giver | Sancha |
| Rewards | Aged Bloodbelly Ale |

Sancha, mistress of the Bearded Clam, has run off one of her best earners, a girl named Hortensia. Though she only meant to teach her a lesson, Sancha now fears the worst for the girl—and for her future profits. She sends you to White Sands Isle to search for traces of Hortensia. Search the huts of the large Pict Camp for **Hortensia's necklace.** It is on the floor of one of the huts. Once you have learned her fate, return to Sancha with the news.



| Abandoned in the Halls of Fear | |
|---|---|
| Quest Giver | Sancha |
| Rewards | Coarse Bracers, Boiled Bracers, or Bronze Ring Bracers |

Go to White Sands Isle and search the lair of the Black Ones. Travel deep into the temple, but be careful as you must face as many as three of the horrifying Black Ones at once. Look for Hortensia in the innermost room of the temple. Once you speak with her you must lead her back out of the Halls of Fear within 7 minutes. Return to Sancha to collect your reward when you are finished.

| Pool of Black Blood | |
|---|---|
| Quest Giver | Proxima |
| Reward | Executioner Longsword, Executioner Crossbow |

Proxima is worried that Strom is trying to recruit the strange beings known as Black Ones that dwell in the interior of White Sands Isle. Find their dwelling and slay 15 Black Ones and a Greater Black One. Return to Proxima when you are finished.

| Breaking the Bones | |
|---|---|
| Quest Giver | Padraig |
| Prerequisite | Abandoned in the Halls of Fear |
| Rewards | Eviscerating Scramisax or Eviscerating Gladius |

Padraig is a favored client of Hortensia's and even though she is safe now, he is outraged by the fact that the Picts are working with the Black Ones on White Sands Isle. He asks you to head back to the isle and kill the Pict Chieftain to exact revenge! Head to the southern end of White Sands Isle, to the larger Pict Camp. The Chieftain is usually surrounded by a few minions on the upper tier of the camp.

| Xan's Bounty | |
|---|---|
| Quest Giver | Message in a Bottle |

You find a bottle half buried in the sand on White Sands Isle. In it is a desperate plea for help from the renowned buccaneer, Xan the Fearless. He has been captured by the Gorilla Queen and begs you to rescue him. Locate the Gorilla Queen on White Sands Isle and learn Xan's fate.

# THE UNDERHALLS

The city of Tortage holds enough of its own dangers above ground, but one of the most dangerous areas of the city is the group of underground tunnels known collectively as The Underhalls. Tortage as you see it today has existed for quite some time, but the underground warren known as The Underhalls consists of connecting tunnels and halls that once made up ancient edifices when Acheron held these jeweled isles in its dark grip. The Underhalls runs beneath the entire city of Tortage, and entrances to it are found near the harbor, behind the group of slaves, and under the Temple of Mitra, outside the city gates. It serves as a haven for refugees, as well as for thieves and more dangerous criminals, and also as a den for the Red Hand—even connecting to the prison beneath Strom's keep. If you venture into the Underhalls be wary. Its myriad of passages can hold a variety of challenges, and you never know what you may find around the next corner.

# THE UNDERHALLS

Tortage may not be filled with model citizens, but the Underhalls hold those that are too depraved to walk the city streets above. A haven for every sort of criminal, venturing into the Underhalls is rarely a good idea.

**Level: 17**

The Underhalls provide sanctuary to many Thieves and their Minions of the same level. If you must venture into the dark maze be cautious lest you lose your purse, or your life.

**Level 18**

While they won't shy away from taking your coins, the Cannibal Slaves of Acheron are much more interested in using you for food than for profit. Along with their Minions of the same level, these enemies often try to overwhelm you with their numbers.

**Level: 18 Mini-Boss**

This corpulent overlord watches over the camp of Thrall Warriors and Cannibal Slaves of Acheron. You may be able to sneak into camp and grab a Gnawed Bone without contending with this monster. If he sees you though, you just might end up on the menu.

**Level: 18 Boss**

The Red Hand and the local Thieves are certainly dangerous, but at least they are only out to make a profit. The Ceremonial Master has darker designs in mind. Whether he uses you to complete his ritual, or adds your parts to the piles of discarded offal that surround his insane rites, you are just as dead either way. The Ceremonial Master is much tougher than most of the other denizens of the Underhalls.

**Level 19 Mini-Boss**

Look for Askia in the room across the hall from Garus. He is tougher than most of the other enemies in the Underhalls so be prepared for a lengthy battle, or enlist allies to help take him down.



| Gone with the Wine | |
|---|---|
| Quest Giver | Bartholomo |
| Rewards | City Watch Bow and Arrow Quiver |

Bartholomo worries that his apprentice, Raboz, has run afoul of the Red Hand yet again. Use the Tortage Sewer Door near the harbor to enter the prison. Once inside, climb up the first ladder you encounter. Dispatch any guards in the area to get a key. Use the key to enter Raboz' cell and speak with him. Return to Bartholomo and let him know his apprentice is safe.

| The Evil That Men Do | |
|---|---|
| Quest Giver | Idogbe |
| Rewards | Underhall Wristbands, Underhall Wrist-straps, Underhall Bracers |

Idogbe tells you a hideous tale, right out of a nightmare. It seems that Strom's Red Hand Soldiers are stealing Tortage's citizens and dragging them into the Underhalls where they are being experimented on, becoming grotesque caricatures of the humans they once were. Someone must put a stop to this! Slay 50 Red Hand Soldiers to at least slow down Strom's mad plan.

| The Stench of Death | |
|---|---|
| Quest Giver | Alyssa |
| Rewards | Somatic Leggings, Puissant Boiled Tasset, or Puissant Bronze Ring Tasset |

Alyssa fears that a deeper evil than the Red Hand may be rising in Tortage. A man who hauls sacks into the Underhalls has not been seen in quite some time. She wants you to go down into the Underhalls to search for The Hauler. Once you find him it is easy to see why he has been missing.

## Horror Beneath the Surface

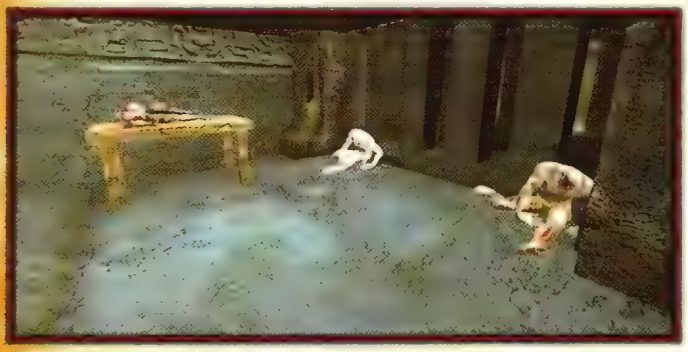
| | |
|---|---|
| Quest Giver | Alyssa |
| Prerequisite | The Stench of Death |
| Rewards | Somatic Coarse Armbands, Somatic Boiled Armbands, or Somatic Bronze Ring Torc |

Alyssa is concerned that the depraved rituals of the Ceremonial Master are awakening a dark, supernatural presence. Enter the Underhalls under the Mitra cellar and return to where you found the body of the Hauler. Go down the stairs near the well to find the Ceremonial Master holding his dark rites in his aberrant lair.

## Gold and Gore

| | |
|---|---|
| Quest Giver | Sakumbe |
| Rewards | Somatic Bronze Ring Gauntlets, Somatic Coarse Gloves, or Somatic Boiled Gloves |

Sakumbe is always on the lookout for profit, and he isn't a bit squeamish about where he finds it, especially when he has you to do his dirty work! Enter the Underhalls from the entrance near the harbor and look for corpses. Click on them to pry the gold off their rotting fingers and return to Sakumbe when you are finished.



## The Prisoner's Revenge

| | |
|---|---|
| Quest Giver | Padraig |
| Reward | Eviscerating Gladius |

Padraig hates the Red Hand prison guards and he isn't above extracting a little post-incarceration revenge. Enter the Underhalls near the harbor and climb the ladder up to reach Strom's prison. Collect one male and one female prison guard head and return to Padraig.

## Domicile of Vileness

| | |
|---|---|
| Quest Giver | Odetta |
| Reward | Wooden Box |

Once one of Tortage's nobles, Odetta has fallen on hard times—very hard times. The only possessions she can call her own are the shirt on her back and a Lotus Box that she saved when she lost everything else. Now even the box has been stolen and she asks you to retrieve it for her. Venture into the Underhalls by means of the Harbor entrance to reach her **Lotus Box**.

## The Missing Cargo

| | |
|---|---|
| Quest Giver | Redrik |
| Rewards | Severely Salted Steak and Scourgewater |

Captain Redrik is missing some valuable cargo. Enter the Underhalls via the cellar entrance in the Temple of Mitra and collect the **Stolen Jewelry** and **Stolen Pelts**. Stay to the right after you cross the bridge to reach the thieves' den.

## The Halls of the Dead

| | |
|---|---|
| Quest Giver | Litharia |
| Rewards | Coarse Bracers, Boiled Bracers, and Bronze Ring Bracers |

Litharia roams Strom's prison, "helping" sick and injured prisoners. Help her with her mission by finding a **Sick**, **Injured**, and a **Dying Prisoner**. These prisoners are found near the ladders you climbed up to reach the prison. Report back to Litharia and she will take good care of them.

## Enslaved

| | |
|---|---|
| Quest Giver | Claudiu |
| Reward | Opalescent Pearl |

A former pirate captain named Claudiu wishes you to enter the Underhalls and look for his first mate, Garus. Enter the Underhalls through the door directly behind Claudiu to begin searching for Garus. It isn't going to be as easy as locating him. Fight past the cannibals and slaves to reach the former first mate. Garus now bears the Mark of Acheron and lives an un-life in service to this dark power. Return to the surface and tell Claudiu of the fate of his first mate.

## Cimmerian Blue Steel

| | |
|---|---|
| Quest Giver | Redrik |
| Prerequisite | The Missing Cargo |

Captain Redrik is missing his cargo of Cimmerian Blue Steel and he blames his old comrade, Turach. The blacksmith lets you know he had nothing to do with the theft and points you to the Underhalls. Find the thieves, collect the Captain's missing Blue Steel, and tell Redrik what you found out. The crates of **Cimmerian Blue Steel** are near the thieves' area where you found the jewelry and pelts.

## A Deadly Message

| | |
|---|---|
| Quest Giver | Redrik |
| Prerequisite | Cimmerian Blue Steel |
| Rewards | Violent Cudgel or Eviscerating Scramisax |

Redrik once again enlists your aid against the lowly Thieves that have been making his life miserable. This time they have stolen his precious sea charts and maps. Venture back down into The Underhalls. Look for the Map Thieves near the other Thieves that had previously taken his cargo.

## Feeding the Hungry

| | |
|---|---|
| Quest Giver | Donus |
| Prerequisite | Letter to the King II |
| Reward | Mindcharm |

Donus saw what you did to disrupt Mithrelle's spell, and he promises to keep his mouth shut if you help him out. He wants you to gather proof of what's behind the disappearances of Tortage's populace. Travel to White Sands Isle and collect a Gnawed Bone. Look for it in a small camp in the southeastern portion of the isle. The camp is far from deserted! Watch out for the Thrall Warriors and Cannibal Slaves of Acheron. Return to Donus once you have the Gnawed Bone.

Donus then sends you to talk to the slaves near the harbor to see if they know anything about it. The slave tells you to speak to Captain Sakumbe who is on his ship near the harbor. Sakumbe tells you of the ancient necromancer, Askia. To find him, enter the Underhalls through the entrance underneath the Mitra Temple and head to the right once you go down the stairs.

# ACHERONIAN RUINS

Long ago, before the great empires of this age carved out their claims upon Hyboria, another power, dark and eldritch, ruled these lands. Acheron is now ancient history, almost legend, but deep in the jungles of the Barachan Isles, and in other almost forgotten places, the dark temples and bloodstained altars can still be seen rising out of the green carpet, as if even the verdant life of the jungle flora shuns the scarred and tainted stone.

Its time has long since passed, but there are still those who remember the power of ancient Acheron and, not heeding the lesson told in the crumbling edifices, seek out the forgotten places, the shunned places, of Acheronian power. Across the world these dark sorcerers work in secret, whispering one name, Thoth-Amon.

If Acheron's iniquitous power should ever fully rise again, the darkness would sweep over Hyboria, snuffing out the great empires of this age leaving in its wake only fear, anguish, and death.

Though this fate is not yet a certainty, things now stir in the ruins where all was once quiet. If you venture in be prepared to test your steel and magics against not only the Picts called to the place of power, but also to the strange creatures twisted out of it.

# ACHERONIAN RUINS

The Acheronian Ruins contain many Picts and their unholy allies and it is easy to become overwhelmed by their sheer numbers. The Picts get tougher as you venture deeper into the ruins, so be prepared to fight at any moment.

**Level 6, 11**

These nasty beasts roam the jungle. The dark powers that seep from the very soil have made these critters aggressive beyond their natural tendencies.

**Level: 19 Boss**

This dark soul brought forth by depraved Acheronian magic was given form by the worship of the Picts. Shaped by their idolatry and fear, the Bat Demon is a formidable foe and one that should not be underestimated. Kothar-Wa is found on the highest tower in the ruins, surrounded by bloodthirsty Picts who kill and die at its command.

**Level: 15**

The plants of the jungle have been twisted by the dark sorcery here and have become thirsty for blood. These demonic plants attack anyone foolish enough to get too close. Attack from range whenever possible to avoid their sharp thorns and hungry mouths. These plants are not unprotected though, and you often have to face Feeders, a form of lesser jungle demon, when you attack the Flesheaters.

**Level: Mini-Boss, same level as you.**

Even though this beast has been given form by ancient sorceries, its teeth and claws can rend your flesh just as effectively as if it were a beast of blood and sinew.

**Level: 15**

These snakes strike very quickly and can be quite deadly to unsuspecting adventurers.

**Level: 11-12**

The Picts dabbling with the power of Acheron have discovered many terrible things. Among these is the ability to create Ghouls. These undead soldiers fight with wild abandon, since they no longer fear losing their life.

**Level 15 Boss**

Once you destroy the Pict Huts, the Elder Shaman appears to face you. Like the lesser shaman, the Elder can heal but his strength lies in his command of the elements. He harnesses the power of the lightning to burn you to a crisp so do everything in your power to end the fight quickly. Concentrate on him before taking on his minions.

**Level 15 Boss**

One of the most disturbing remnants of Acheronian Power is Al'Gol the Corpsefeaster. As his name implies, Al'Gol runs to the nearest corpse for a snack whenever he gets low on health. When fighting this demonic aberration, use any and all moves you can to slow him down, making it harder for him to catch a quick bite.

| A Brother's Vengeance | |
|---|---|
| Quest Giver | Otho |
| Rewards | Rusty Gladius |

In the Thirsty Dog, Otho has a nasty feeling that his brother met a horrible end in the Acheronian Ruins, but he needs proof to set his mind at ease. Follow the path west out of the city to reach the ruins. Once inside, kill a Demonic Pict and return to Otho to let him know what you found.

## THE COLLECTOR

At the entrance of the Acheronian Ruins you meet the Collector. He lost all of his leather straps to the Picts. For every 5 leather straps you return to him he gives you a potion. Collect leather straps by looting the Picts you kill.

| Unholy Magic | |
|---|---|
| Quest Giver | Otho |
| Prerequisite | A Brother's Vengeance |
| Rewards | Otho's Metal Buckler |

Otho is rightfully upset with your grisly news. He now asks you to destroy Pictish Huts until their Elder Shaman appears. Defeat him to earn vengeance for Otho and put an end to the Picts' unholy magic.

| Remains of a Bygone Age | |
|---|---|
| Quest Giver | Otho |
| Prerequisite | Unholy Magic |
| Rewards | Somatic Boiled Tunic, Somatic Coarse Tunic, or Somatic Bronze Ring Hauberk |

Otho craves more revenge and asks you to return to the Acheronian Ruins to weaken the Bat-Demon. He sends you to destroy the five standing stones in the Acheronian Ruins that give this creature its power. As you tumble each one, Demon Bat Guardians appear to attack. Take them out as they appear and work on destroying the standing stones between bats.

| Spirit of Acheron | |
|---|---|
| Quest Giver | Otho |
| Prerequisite | Remains of a Bygone Age |
| Rewards | Demonhunter Pants, Defiler's Kilt or Partisan's Tasset |

You must venture into the Acheronian Ruins and slay the Bat Demon, Kothar-Wa. The destruction of the Standing Stones has weakened this ancient horror. Look for the beast on the tallest tower within the ruins. Battle through the hordes of its Pict worshippers to reach the foul beast.

| The Pict Threat | |
|---|---|
| Quest Giver | Laranga |
| Rewards | Woodsman's Axe or Wooden Stave |

Laranga is no fool and he knows that the Picts are up to no good in the Acheronian Ruins. He asks you to kill 30 Picts. Once you have put a good dent in their numbers, return to Laranga.

| Caught in the Shadows | |
|---|---|
| Quest Giver | Royo |
| Rewards | Dusty Eyepatch and Violent Wooden Stave or Eviscerating Boar Spear |

Genzio is missing and Royo wants you to find him. Enter the Acheronian Ruins and head down and to the right, through the break in the wall. Genzio is standing at the base of the wall near some trees. Unfortunately, he is not quite himself. To think straight, Genzio needs a potion that Ninus sometimes brews for him. Retrieve the **Remedy Potion** from Ninus and return to Genzio.

Genzio tells you of the horror that is haunting his house. Go back to Tortage and enter Genzio's house. Xantia's Tiger attacks you as soon as you start down the stairs! Once you have eliminated the mystical cat, speak with the spirits there to learn how to remove the curse. Return to Genzio in the Acheronian Ruins. Genzio placed the skull in the keeping of the priest, Ninus. Ninus tells you to seek out the help of Captain Royo. Once you have made the arrangements with Royo, return to Genzio with the news.

## THE GRAVITY OF THE SITUATION

Be careful climbing down to Genzio, or anytime you are clinging to a rock face hundreds of feet above solid ground. The damage you take from a fall is based on the height from which you fell.

| Xantia's Wrath | |
|---|---|
| Quest Giver | Royo |
| Prerequisite | Caught in the Shadows |
| Rewards | Soul Gem Shard, Aged Bloodbelley Ale, Scourgewater, Sour Greensap |

Royo can't get rid of Xantia's artifact; the curse almost killed him. He sends you to talk to a string of captains, ultimately you end up speaking to Padraig.

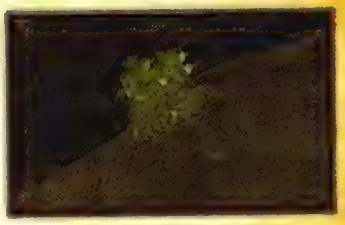
When he tries to pry the gems from the cursed artifact Padraig and you are transported! The two of you must put down 3 of Xantia's Tigers. As soon as they die, Xantia's Ferocity appears. Once you vanquish this pet you are transported back to the Rum and Rumble Inn. Take the artifact to Turach outside of Tortage and have him smash the artifact to extract the gems. Take the damaged artifact to Tarisha so that she can free the ghosts trapped within.

## FACING XANTIA'S FEROCITY!

Even if you are in a group, you must face Xantia's Wrath alone! Each member is transported to his or her own instance for the battle.

| Veil of Dawn | |
|---|---|
| Quest Giver | Royo |
| Rewards | Aged Bloodbelly Ale and Peg Leg |

With Genzio preoccupied, Royo needs someone to collect the valuable **Veil of Dawn Fruit** from inside the Acheronian Ruins. Enter the ruins and head to the right. The fruit is plentiful and the Picts are few in this area. Collect 5 pieces of fruit then return to Royo.



| Of Rotting Flesh | |
|---|---|
| Quest Giver | Padraig |
| Rewards | Coarse Armbands, Boiled Armbands, or Bronze Ring Torc |

Padraig knows his comrades met a grisly end in the Acheronian Ruins. Travel there and kill 5 Acheronian Ghouls and collect their heads. Return to Padraig with the grisly trophies to collect your reward.

| Fire for the Dead | |
|---|---|
| Quest Giver | Padraig |
| Prerequisite | Of Rotting Flesh |
| Reward | Eviscerating Flint Axe |

Padraig asks that you return to the Acheronian Ruins and burn the corpses there to prevent any further desecration. Travel deep into the ruins to find the bodies of Padraig's comrades. However, they are guarded by Al'Gol the Corpsefeaster! This monster runs to take a bite out of the nearest corpse when it gets low on health so take it out quickly.

## Destiny Quests

Your Destiny Quests are completely separate from your daily quests and must be done alone. When you sleep in the Thirsty Dog Inn and awake to Tortage at night, you are in an instance all your own. While you are able to talk to other players, you cannot group or trade with them and you have Tortage and the surrounding areas all to yourself! Each of the four archetypes has a different set of destiny quests, revolving around the same chain of events. This makes it fun and rewarding to play through Tortage multiple times as different characters. The below information walks you through each of the four Destiny Quest chains.

## Priest

| The Awakening | |
|---|---|
| Quest Giver | Nadini |
| Rewards | Initiate's Hammer, Initiate's Mallet, or Initiate's Spear and Aspirant's Jerkin. |

Nadini has started you on your path and sends you to speak with Belesa, in the basement of the Thirsty Dog. Even if you decide to do daytime quests first, take the time to talk to her before continuing so you can get your choice of three weapons from her. This weapon serves you well as you venture out into the jungle surrounding Tortage.

Belesa is concerned about Arias, who seems to have run afoul of the Red Hand. She sends you to White Sands Isle to look for him and to deliver the potion she has prepared. Head down to the harbor and follow it to the north to reach the small boat which you can use to get to White Sands Isle. Select the boat and use it to be transported. Once there, follow the quest marker on your map to reach Arias, but beware of the island's many dangers. The island may feel safer at night, but savage Picts roam the beaches.

### NIGHTTIME ENEMIES

Most of the enemies you encounter while completing your nighttime quests are always around your level. If you ever encounter enemies that are too hard for you, return to the Thirsty Dog Inn and sleep until day. Complete some of the day time quests until you are ready to continue seeking your destiny. Even though the level of many of your foes changes with your level, sometimes new combos, spells, or abilities make battles much easier as you gain levels.

After you give the potion to Arias, return to the boat that leads to Tortage. Visit Belesa to let her know that your mission was a success. Arias is safe for now, but another needs your help. Belesa sends you to pick the Blood Root needed to save the poisoned child, Si-Khu. Head out of the city gate and follow the path to the left as it winds up and around the town. The **Blood Root** is found on the cliff overlooking Tortage.

Once you have picked the Blood Root, bring it to Ninus who is found, day or night, near the Mitra Temple outside the city gates. As you approach, you find Ninus is under attack! Quesado's Bodyguards and Red Hand Minions are trying to get the best of them. Help him out before they can eliminate him. Once he is safe, Ninus instructs you to give the Blood Root to Si-Khu who is hiding in the Temple of Mitra. Once he is cured, return to Belesa who gifts you with the Aspirant's Jerkin for your efforts.

| Letter to the King | |
|---|---|
| Quest Giver | Belesa |
| Rewards | Somatic Frayed Leggings or Somatic Rawhide Tasset |

Belesa sends you to speak with Si-Khu who is now at the Thirsty Dog. He was entrusted by his late father with a scroll containing important information on the dark sorcerer, Thoth-Amon. Take the scroll to Arias who has returned from White Sands Isle. His camp is outside the city on the path leading past the Temple of Mitra.

The information on the scroll greatly worries Arias and he sends you to talk to Shenti-Aku, one of Mithrelle's slave masters in the Volcano. Follow the path out of Arias' camp and past Mithrelle's Mansion to reach the entrance to the Volcano. Watch out for Mithrelle's guards!

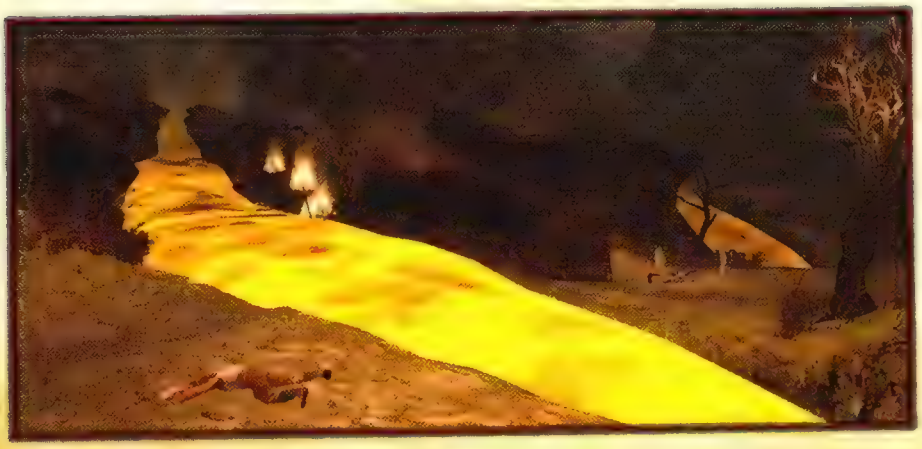
# THE VOLCANO

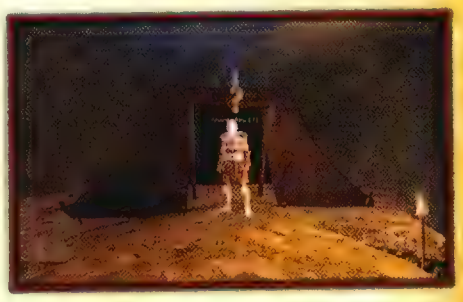
The Volcano

1 To Mithrelle's Garden

The Volcano looms over Tortage, its ever present threat held back by the dams protecting the city, as well as by something more sinister. The dark sorceress Mithrelle is using her arts to keep the volcano from erupting, giving her the perfect place to build her slave army. Watch out for these loyal drones if you venture to the mountain. They are as much of a threat as the deadly lava flowing around every path.

Once inside the Volcano fight through Mithrelle's slave army, staying on the right hand path, to reach Shenti-Aku. He reluctantly reveals Mithrelle's plan. Return to Arias at once to let him know what you found out. Arias sends you to Captain Redrik with a letter to King Conan himself! At night, Redrik is near the docks in Tortage as he is one of the few captains allowed through the blockade.





## THE FATE OF SHENTI-AKU

Though Shenti-Aku gives up his information without a fight, you can still end him for his part in Mithrelle's diabolical plan. Pay attention to the dialogue choices he offers and if a more violent solution is more to your liking, you can choose to kill the cur where he stands.

## Gaining Strength

If you are not yet level 10, you now receive the Gaining Strength quest which tells you to return to Belesa once you have reached level 10. Do some day time quests until you reach this level. If you are already level 10, you are ready to continue seeking your destiny.

### The Awakening II

| | |
|---|---|
| Quest Giver | Belesa |
| Rewards | Imbued Boiled Cap and Eviscerating Spear, Violent Mallet, or Violent Hammer |

The Red Hand has been cleaning out "troublemakers" in the Poor District. Belesa needs you to get through the Red Hand Sentries to search for a survivor of the massacre that took place there. Eliminate the Red Hand Sentries and the Red Hand Inquisitor Leader so that the surviving child comes out of hiding. He tells you that Valeria has taken what survivors she could and hidden in the cellar beneath the Temple of Mitra. Go there and face the soldiers that are trying to kill the survivors.

Fully heal and prepare for battle before speaking with Valeria. The Red Hand never fights fairly and tries to overwhelm you with numbers. Use healing spells to keep yourself healed through the waves of enemies. Eventually Valeria and you can defeat them all and save the survivors. Be ready to switch targets to protect whichever of the survivors is attacked. You must often take on more than one enemy at a time here. Once you are finished, Valeria needs your help locating five of the survivors that fled further into the Underhalls. They are scared and didn't get far. Find each of them, killing any Red Hand that get in the way. Once you have found all five, return to Belesa in the Thirsty Dog. She sends you to see the sage, Nadini.

### Letter to the King II

| | |
|---|---|
| Quest Giver | Nadini |
| Rewards | Puissant Coarse Slippers, Puissant Boiled Boots, or Puissant Iron Link Boots |

Nadini sends you to seek out Arias in his camp. Exit the city and climb the path past the Temple of Mitra to find Arias. He has received the answer to his letter from King Conan and needs your help. Arias has discovered how Mithrelle, a sorceress and servant of the dark sorcerer, Thoth-Amon, is massing a great slave army in the Volcano. Each night, she casts a delicate spell to keep the Volcano from erupting. To disrupt her spell, Arias needs you to replace the virgin blood required for the ritual with blood less pure. Blood from one of Tortage's ladies of the night should do just fine.

Look for Casilda in The Thirsty Dog. Once she has given you a vial filled with her blood, enter the Volcano. Climb the first ladder you encounter and continue up and to the right to reach Mithrelle's ritual area. Always be ready for battle in this area. In addition to the foes that block your path, you are ambushed by a group of minions while climbing some of the steps. Replace the virgin blood with Casilda's and return to Arias who has some armor pieces to give you for your trouble.

## Gaining Strength II

If you are not yet level 15 after completing Letter to the King II you must wait and return to Belesa once you reach this level.

### The Awakening III

| | |
|---|---|
| Quest Giver | Belesa |
| Rewards | Sanctified Jerkin or Wildling Hauberk |

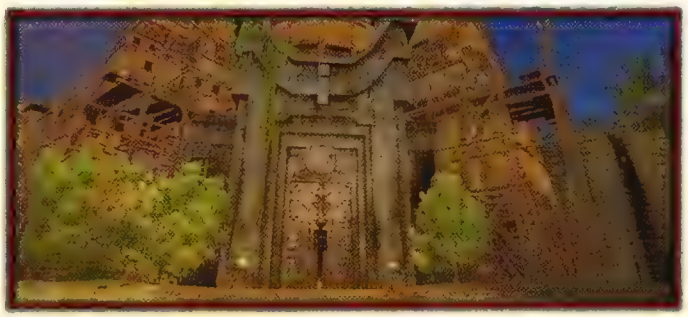
The resistance needs help in stealing the Phoenix Medallion from Strom. Their best hope is to enlist the aid of the scribe, Bartholomo. He is in front of his shop behind the Rum and Rumble Inn near the docks. Bartholomo only agrees to help if you can verify his wife's fate. Travel to the swamp outside of Mithrelle's mansion, past the temple of Mitra. Follow the path past Arias' camp and head to the right, where the path is partially covered with water. Before leaving the path, cast any heal over time spells you have on yourself. The swamp is filled with poisonous gasses and can kill you quickly, so watch your health closely.

In life, Bartholomo's wife may have been a good woman, but in death she serves Mithrelle's dark sorceries. You must defeat her in order to retrieve the bracelet. The powers that animate her also give her strength and ferocity far beyond those usually possessed by the wife of a scribe, so be careful. Once you defeat her, retrieve her bracelet and return to Bartholomo.

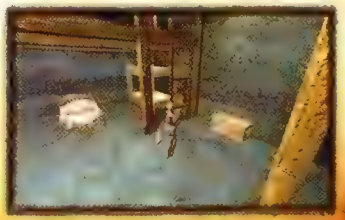
### BIDE YOUR TIME

Even though you can pick this quest up at level 15, you don't need to complete it right away. As with all Destiny Quests, if it is too difficult, just return to Daytime Tortage and continue seeking your destiny once you have gained a level or two.

With the fate of his wife known, Bartholomo still refuses to help unless you can guarantee the safety of his daughter, Isleen, who is being held in the keep. Enter the keep by the front door and step up into the main hall. Avoid the Red Hand Protectors and Watchmen by being careful and using your Hide Skill. Take the stairs to the left which lead you up to Isleen. Once you reach the top of the stairs, wait for the patrolling Red Hand Watchman to see you. Be patient and don't move up too much. Once you have taken care of him, get ready to face the Veteran Red Hand Guard on duty outside of Isleen's room to the left. He is a tough foe, so you don't want to face him at the same time as the guard you took out earlier. Once you have finished him, speak with Isleen.



In her frail condition Isleen can't escape quickly with you. She needs a way to exit the keep without anyone suspecting her escape. Retrace your steps to the keep door and take the right hand stairs. Eliminate any Red Hand you encounter and look for a trunk containing a spare Red Hand uniform. Return with this to Isleen. Red Hand Soldiers aren't known for their keen eyes or diligence and with this disguise she can now escape the keep. Escort her to the front door and return to Belesa when you are done.



| The Awakening I | |
|---|---|
| Quest Giver | Nadini |
| Rewards | Exponent's Tunic and Simple Dagger or Rusty Woodsman's Axe |

Nadini has started you on your path and sends you to speak with Cramaleico, in the Thirsty Dog Inn. Even if you decide to do daytime quests first, take the time to talk to him and complete the first few stages of the mage destiny quests to get your choice of a useful weapon. It serves you well through your next few levels.

Cramaleico needs your help rescuing a friend of the Resistance. It seems Arias has been apprehended by the Red Hand and taken to White Sands Isle. Cramaleico sends you there to rescue the old man from his abductors. To reach White Sands Isle, take the boat found along the beach in the northern part of the harbor. Once there, avoid the Picts and jungle creatures to reach Arias. Never one to just give in, Arias is fighting back against four of the Red Hand. He is a tough old man, but even he can't take on all four on his own. Because they are focused on Arias, you can attack them one at a time until they all lie dead at your feet. Speak with Arias and then return to Cramaleico

Cramaleico is concerned with the doings of the dark sorceress, Mithrelle. He instructs you to request apprenticeship with her in order to learn her plans. Follow the path outside the city, past the Temple of Mitra to reach Mithrelle's mansion. The grounds are guarded and you must get past her guards to reach the door of the mansion. Once inside you must fight your way past all of her guards to reach Mithrelle herself. Go under the stairs and to the right to reach her inner sanctum.

To prove yourself, Mithrelle sends you to collect three items for her. Get a **Trinket** from Executioner's Alley by talking to Valeria in Tortage. Collect an **Eyeball** from one of the corpses in the cages in Barracks Square, in front of the stairs leading up to the Keep. Last, collect a **Red Lotus Flower** from Mithrelle's garden. Remember that just because you are working for her doesn't mean her guards ignore you! Once you perform this task for her, Mithrelle rewards you by allowing you to be her apprentice. Once you are finished with Mithrelle, return to Cramaleico to report.

# MITHRELLE'S MANSION

Mithrelle's mansion and nearby garden are her haven, giving her the space and privacy she needs to pull the strings of her puppet, Strom. As a mistress of the dark arts, Mithrelle surrounds herself with almost mindless minions to guard her and do her bidding. Anytime you need to deal with Mithrelle you must first get past these slaves.

**Level: 5**

The paths surrounding Mithrelle's Mansion are home to quite a few dangerous creatures, including the Scorpion. These minions are weak foes, easily crushed under your heel.

**Level: 7**

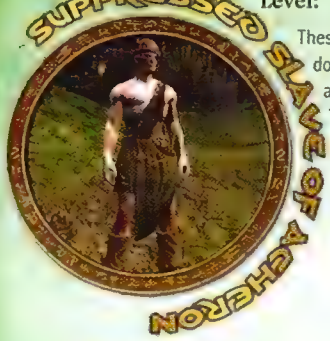
These ravenous reptiles would like nothing more than to make a meal out of you. They are sometimes found on dry paths, but Crocodiles are most numerous near the streams flowing close to the jungle paths.

**Level: 5-6**

These small serpents strike with deadly speed and grace. Their small size means they can sometimes be hard to spot, so be on the lookout for them as you near Mithrelle's Mansion.

**Level 10-11**

As if the creatures in Mithrelle's garden weren't bloodthirsty enough, she also cultivates Flesheaters. These carnivorous plants attack anyone who gets too close. They are higher level than the surrounding enemies, so avoid stumbling into their reach.




Level: 7

These are Mithrelle's foot soldiers. They do everything from guard her person to attend to her household maintenance. They aren't as formidable as others she commands, but they lay down their life in her service without even a second, or first, thought.

Level: 9

In addition to her slaves, Mithrelle employs more formidable guards as well. This Mini-Boss is worth more than a roomful of the lesser Suppressed Slaves and fights with all of his ability to please his mistress.

Level: 8

Mithrelle's studies have given her cause to traffic with dark beings such as Flesh Demons. These ugly, corpulent beasts attack any intruders.

| Letter to the King | |
|---|---|
| Quest Giver | Cramaleico |
| Rewards | Somatic Frayed Leggings or Somatic Rawhide Tasset |

Cramaleico sends you to speak with Si-Khu who has made his way to the Thirsty Dog after you helped cure him. He was been entrusted by his late father with a scroll containing important information on the dark sorcerer, Thoth-Amon. Take the scroll to Arias who has returned from White Sands Isle. His camp is outside the city on the path leading past the Temple of Mitra.

The information on the scroll greatly worries Arias and he sends you to talk to Shenti-Aku, one of Mithrelle's slave masters in the Volcano. Follow the path out of Arias' camp and past Mithrelle's Mansion to reach the entrance to the Volcano. Watch out for Mithrelle's guards!

Once inside the Volcano fight through Mithrelle's slave army, staying on the right hand path, to reach Shenti-Aku. He reluctantly reveals Mithrelle's plan. Return to Arias at once to let him know what you found out. Arias is highly connected and sends you to Captain Redrik with a letter to King Conan himself! At night, look for Redrik near the docks in Tortage as he is one of the few captains allowed through the blockade.

## Gaining Strength

If you are not yet level 10, you now receive the Gaining Strength quest which tells you to return to Cramaleico once you have reached level 10. Do some day time quests until you are ready to continue. If you have already reached this level you are ready to continue seeking your destiny.

| The Awakening II | |
|---|---|
| Quest Giver | Cramaleico |
| Rewards | Potion of Restoration and Imbued Coarse Cap. Eviscerating Scramisax, Eviscerating Woodsman's Axe, or Staff |

Cramaleico sends you to see Mithrelle. Mithrelle worries that Strom may be slipping from her control. She sends you to talk to Renton, one of Strom's men, to see what you can find out. Renton is in the alley behind the Rum and Rumble Inn, where Odetta and Benita are during the day. Be ready for battle as you walk up the ramp. You face two pairs of Drunken Henchmen! Only one pair attacks at a time, so you should have no trouble handling them. Once you have taken care of these louts, Renton appears. Speak with him to get the information Mithrelle desires.

Once you have spoken with Renton return to Mithrelle near the gate of Tortage. She sends you back to finish off Renton who seems to know too much. You must fight through a few Red Hand to reach Renton. Watch for the Decorated Red Hand Soldier; this Mini-Boss hits rather hard. Focus on his minions before concentrating on him.

When the way is clear, speak to Renton. Once you are finished with the pirate, return to Cramaleico to report. He sends you to see the seer, Nadini, who has a visitor who wishes to speak with you.

| Letter to the King II | |
|---|---|
| Quest Giver | Nadini |
| Rewards | Puissant Coarse Slippers, Puissant Boiled Boots, or Puissant Iron Link Boots |

After her revelations, Nadini sends you to speak to Arias, who is still in his camp. He has received the answer to his letter from King Conan and needs your help. Arias has discovered how Mithrelle is massing a great slave army in the Volcano. To disrupt her spell, Arias needs you to replace the virgin blood required for the ritual with blood less pure. Blood from one of Tortage's ladies of the night should do just fine.

Find Casilda in the Thirsty Dog. Once she has given you a vial filled with her blood, enter the Volcano. Climb the first ladder you encounter and continue up and to the right to reach Mithrelle's ritual area. Mithrelle's drones try to stop you at almost every turn. In addition to the foes that block your path, you are ambushed by a group of minions while climbing some of the steps. Replace the virgin blood with Casilda's and return to Arias.

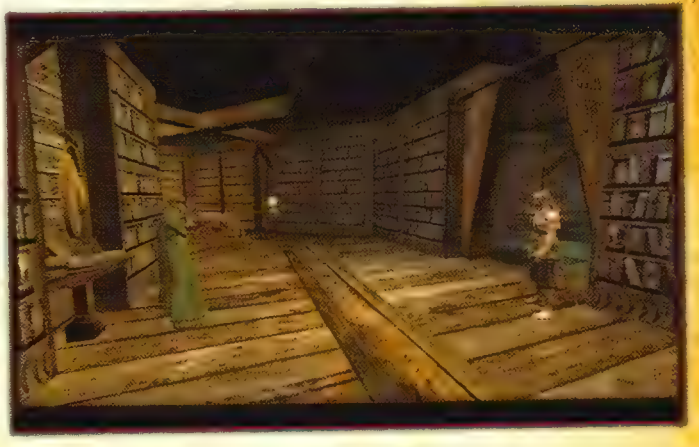
## Gaining Strength II

If you are not yet level 15 when completing Letter to the King II you must wait and return to Cramaleico once you reach this level.

| The Awakening III | |
|---|---|
| Quest Giver | Cramaleico |
| Rewards | Robe of Apprenticeship |

To get the Phoenix Medallion before Mithrelle does, you must become more involved with her schemes. Go to her mansion and speak with her. She plans to steal the Medallion this very night! Strom has hired more guards to protect it. Head to the Rum and Rumble Inn near the harbor to take out Strom's new guards before they can report for duty. They put up a good fight, so you may want to consider bribing them, but if you think you can take all three, save your coin.

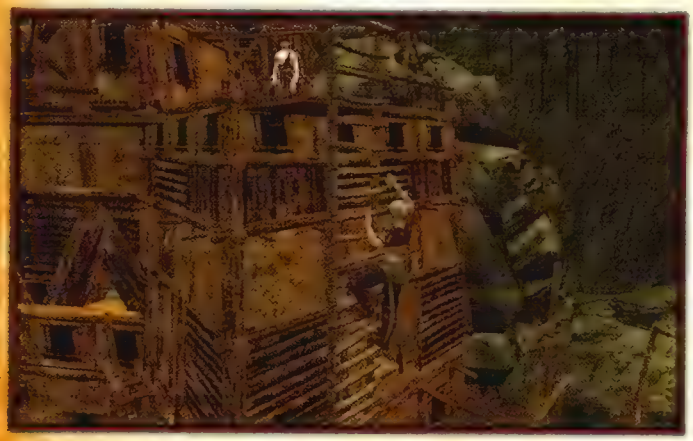
Once the guards have been eliminated, let Cramaleico know what is going on before returning to Mithrelle. She now wants you to meet her inside the Keep. Use the entrance to the Underhalls that lies beneath the Temple of Mitra. Speak to Mithrelle once you reach the keep. Once inside, make a left at the Main Hall and take the wooden stairs up to reach the library. You must defeat Red Hand guards along the way, as well as the Library Guards. Bartholomo is here, doing his part for the Resistance by moving the Medallion. Once you kill the first two Library Guards, two more appear as Bartholomo takes off and you must face them alone. Return to the Main Hall and let Mithrelle know that the Medallion wasn't there. Once you are done, report back to Cramaleico in the Thirsty Dog.



## The Awakening

| | |
|---|---|
| Quest Giver | Nadini |
| Rewards | Basic Arrow Quiver and Rusty Dagger, Deflex Bow, or Dirty Saber and Footpad's Tunic or Wildfarer's Jerkin |

Nadini sends you to talk to Tina in the Thirsty Dog Inn. Tina needs your help. Seek Arias behind the Rum and Rumble Inn and follow him without being seen. Use your Hide skill to achieve this. Sneak past the Red Hand Sentries to see where Arias is taken. Once you see the Red Hand apprehend him, return to Tina. She knows that Arias must have been betrayed! Head to Tortage's Noble District and climb the ladder there. Race across the rooftops to the spot marked on your mini-map where you can overhear Quesado speaking to his informant, Ulric. You must take out a few body guards to get there, but they aren't any match for you. Once you have heard Quesado's plans, return to Tina.



### LEARNING TO HIDE AND CLIMB

Before attempting this, you should allocate some of your skill points into Hiding so you have a better chance of not being seen by the Red Hand when you use your Hide skill. You must also put at least a few points into your Climb skill as well, so that you can clamber up to the rooftops and eavesdrop on Quesado's plans.

## Letter to the King

| | |
|---|---|
| Quest Giver | Tina |
| Rewards | Somatic Frayed Leggings or Somatic Rawhide Tasset |

Tina sends you to talk to her half-brother, Si-Khu, a young boy who was poisoned by Strom. He carries valuable information that you must take to Arias. Look for the old man in his camp, on the path to Mithrelle's mansion. Arias suspects much, but needs proof. He sends you to talk to the slave master, Shenti-Aku. Follow the path past Mithrelle's mansion to reach the entrance to the Volcano.

Once inside the Volcano fight through Mithrelle's slave army, staying on the right hand path, to reach Shenti-Aku. He reluctantly reveals Mithrelle's plan. Return to Arias at once to let him know what you found out. Arias is highly connected and sends you to Captain Redrik with a letter to King Conan himself! At night, look for Redrik near the docks in Tortage as he is one of the few captains allowed through the blockade.

## Gaining Strength

If you are not yet level 10, you now receive the Gaining Strength quest which tells you to return to Tina once you have reached level 10. Do some of the many daytime quests until you are ready to continue. If you have already reached this level you are ready to continue seeking your destiny.

## The Awakening II

| | |
|---|---|
| Quest Giver | Tina |
| Rewards | Arrow Quiver and Eviscerating Scramisax, Eviscerating Deflex Bow, or Eviscerating Gladius and Headpiece. |

Mithrelle is preparing a spell that will reveal the leader of the Resistance. Tina asks you to replace one of Mithrelle's scrolls with a fake to sabotage her! To do this Tina needs you to get the same type of parchment that Mithrelle uses. Ulric, a local slave master loyal to Mithrelle, leads you to the parchment you need. Follow Ulric to Bartholomo's shop and sneak in and steal the parchment. Once you have the fake scroll return to Tina.

Half your work is done, but now you must make the switch. Follow the path outside the city up past the Temple of Mitra to reach Mithrelle's mansion. Sneak or fight inside and get to the top of the stairs where you find the Prism Stand. It is guarded by one of Mithrelle's most trusted followers. Defeat the guard and use the Prism Stand to disrupt the magical barrier guarding the scroll. Head downstairs and into Mithrelle's room to the right and switch the scrolls. Mithrelle is in a deep Lotus Trance and does not notice your deception. Return to Tina with the scroll to pick up your reward. Tina then sends you to Nadini who has a task for you.

## Letter to the King II

| | |
|---|---|
| Quest Giver | Nadini |
| Rewards | Puissant Coarse Slippers, Puissant Boiled Boots, or Puissant Iron Link Boots |

After her revelations, Nadini send you to speak to Arias, who is still in his camp. He has received the answer to his letter from King Conan and needs your help. Arias has discovered how Mithrelle is massing a great slave army in the Volcano. To disrupt her spell, Arias needs you to replace the virgin blood required for the ritual with blood less pure. Blood from one of Tortage's ladies of the night should do just fine.

Find Casilda in the Thirsty Dog. Once she has given you a vial filled with her blood, enter the Volcano. Climb the first ladder you encounter and continue up and to the right to reach Mithrelle's ritual area. Mithrelle's drones try to stop you at almost every turn. In addition to the foes that block your path, you are ambushed by a group of minions while climbing some of the steps, so be prepared! Replace the virgin blood with Casilda's and return to Arias.

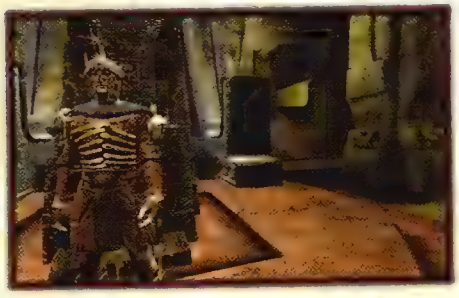
## Gaining Strength II

If you are not yet level 15 when completing Letter to the King II you must wait and return to Tina once you reach this level.

| The Awakening III | |
|---|---|
| Quest Giver | Tina |
| Rewards | Dusklight Tunic, Primal Jerkin, or Wayfarer's Hauberk |

The slave master, Ulric, is about to steal the Phoenix Medallion from Strom for Mithrelle! She must not be allowed to access its power. Go to Ulric's mansion, sneak into his room and creep to his bedside. Kill him in his sleep with Tina's sword! Once the deed is done, return to Tina.

Head down to the docks and climb the tall ladder there. Once you reach the top, enter the keep. Go down to the throne room, besting any Red Hand you come across. Strom is here but is drunk. Steal his key by clicking the Use function when he is targeted. Go back up to where you entered the keep. Strom's treasury is on the other side of the bedroom near the entrance. Once you have retrieved the **Phoenix Medallion** return to Tina. You have robbed Strom of much of his power, striking a mighty blow for the Resistance! Speak to Valeria when you are ready to begin the End Battle.



| The Awakening | |
|---|---|
| Quest Giver | Sigurd |
| Rewards | Rusty Saber and Dirty Woodsman's Axe or Dented Buckler and Skirmisher's Jerkin |

Nadini sends you to speak with Sigurd in the Thirsty Dog. The old warrior gifts you with a basic weapon and shield and puts you to work. It seems Arias has been apprehended by the Red Hand and taken to White Sands Isle. Sigurd sends you there to rescue the old man from his abductors. To reach White Sands Isle, take the boat found along the beach in the northern part of the harbor. Once there, avoid the Picts and jungle creatures to reach Arias. His Red Hand abductors are nowhere in sight, but he is being attacked by four Bat Pict Maulers. Take them out to free the old man and report back to Sigurd.

Sigurd asks you to speak with Tina who needs you to aid her brother. His ship appeared but he is missing. Talk to the Harbor Guard to find out what happened. The Harbor Guard is on the pier on the south dock. He points you toward the Harbor Master further down the dock. As you approach, look for Quesado and prepare for an encounter with his four guards! You must defeat them or lose your life.

After eliminating your would be assassins, return to the Rum and Rumble Inn near the harbor and speak with Phoenic. Next, return to Tina to tell her the news.

After speaking with Tina, go to the Lighthouse, which is in the southern harbor area, behind the warehouses. As you approach you meet up with Valeria, who helps you. Kill the Red Hand Guards to reach the warehouse. Watch out for the Harbor Guard Captain; he is guarding the door and has the key you need. Once you have the key, enter the Lighthouse and speak with Si-Khu. Once you are finished return to The Thirsty Dog and speak with Sigurd.

## Letter to the King

| Quest Giver | Sigurd |
|---|---|
| Rewards | Somatic Frayed Leggings or Somatic Rawhide Tasset |

Sigurd sends you to talk to Si-Khu, a young boy who was poisoned by Strom. He carries valuable information that you must take to Arias. The old man is in his camp, on the path to Mithrelle's mansion. Arias suspects much, but needs proof. He sends you to talk to the slave master, Shenti-Aku. Follow the path past Mithrelle's mansion to reach the entrance to the Volcano.

Once inside the Volcano battle past Mithrelle's slave army, staying on the right hand path, to reach Shenti-Aku. He reluctantly reveals Mithrelle's plan. Return to Arias at once to let him know what you discovered. Arias is highly connected and sends you to Captain Redrik with a letter to King Conan himself! At night, look for Redrik near the docks in Tortage as he is one of the few captains allowed through the blockade.

## Gaining Strength

If you are not yet level 10, you now receive the Gaining Strength quest which tells you to return to Sigurd once you have reached level 10. Do some day time quests until you are ready to continue. If you have already reached this level you are ready to continue seeking your destiny.

## The Awakening II

| Quest Giver | Sigurd |
|---|---|
| Rewards | Eviscerating Gladius and Imbued Bronze Ring Coif and Metal Buckler or Eviscerating Woodsman's Axe |

Despite the dangers, some members of the Resistance are having a meeting in the Underhalls. Sigurd fears a Red Hand attack and sends you to warn them. Unfortunately, he was right and the fight is over before you arrive. Destroy the Red Hand Guards holding Tangerra, the only Resistance fighter to survive the meeting. He lets you know that Quesado and his men are the ones that killed the other members and that they are on their way to a warehouse in the harbor to confront Valeria. You must fight Quesado's men at the warehouse and follow him to the Keep where Valeria has already been taken. Take out Quesado and his minions to free Valeria. Return to Sigurd to report once she is safe.

## Letter to the King II

| Quest Giver | Nadini |
|---|---|
| Rewards | Puissant Coarse Slippers, Puissant Boiled Boots, or Puissant Iron Link Boots |

After her revelations, Nadini sends you to speak to Arias, who is still in his camp. He has received the answer to his letter from King Conan and needs your help. Arias has discovered how Mithrelle is massing a great slave army in the Volcano. To disrupt her spell, Arias needs you to replace the virgin blood required for the ritual with blood less pure. Blood from one of Tortage's ladies of the night should do just fine.

Find Casilda in the Thirsty Dog. Once she has given you a vial filled with her blood, enter the Volcano. Climb the first ladder you encounter and continue up and to the right to reach Mithrelle's ritual area. Mithrelle's drones try to stop you at almost every turn. In addition to the foes that block your path, you are ambushed by a group while climbing some of the steps. Replace the virgin blood with Casilda's and return to Arias who has some armor pieces to give you for your trouble.

## Gaining Strength II

If you are not yet level 15 when completing Letter to the King II you must wait and return to Sigurd once you reach this level.

## The Awakening III

| Quest Giver | Sigurd |
|---|---|
| Reward | Combatant's Hauberk |

The Resistance has stolen the Phoenix Medallion from Strom! The tyrant of Tortage has decided to strike out at the Resistance and Tina has been laid low by a terrible curse. Sigurd sends you to Nadini to seek a cure for Tina. Her hut is guarded by Slaves of the Mark. Fight through them to reach Nadini's hut. The old seer tells you to travel to White Sands Isle to seek the cure for Tina.

Upon leaving Nadini's you are set upon by Delia and Red Hand Guards! They knock you unconscious and take you to the Keep. Fortunately, you recover before they can strip you of your weapons. Slay the Red Hand Torturer to get the key which unlocks the interrogation room. Fight out of the keep, past Strom's men, and head to White Sands Isle.

Take the boat to White Sands Isle as you normally would, but this time the boat deposits you in front of a rock face. Climb up, eliminating the Picts along the way to a healing pool of sacred waters inside the Atlantean Cave Deliver the cure to Tina before it is too late! Look for her in her room on the second floor of the Thirsty Dog Inn.

# THE END BATTLE

## QUEST GIVER: VALERIA

## REWARD: THE PHOENIX MEDALLION

Before talking to Valeria in the Thirsty Dog, finish any daytime business you may have. Once you finish, you leave Tortage behind for your homeland. You need to be at least level 19 before taking this quest.

It is time for the Resistance to rise up against Strom, and your help is vital to their success! Stock up on consumables and potions. You have some tough fights ahead of you and you need every advantage you can get.

Strom has sent the Red Hand to destroy the city. Valeria needs your help to liberate both the Noble District and the Southern portion of the city. While crossing the bridge, watch for the Red Hand Sergeant surrounded by three Red Hand Guards. This first battle is one of the toughest you face, so don't be stingy with your potions. Once you defeat them you have liberated the Southern part of the city. Resistance fighters patrol the area after this, as they do each time you liberate a portion of the city.

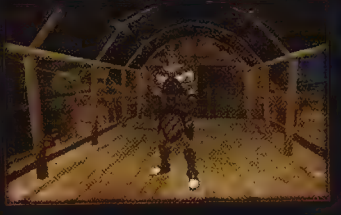
As approach Nadini, Tarisha rises from death to attack you! Her skill in magic has not left her in death and she casts Set's poisonous spells. Once you put her down you liberate the Noble District and you are able to speak with Nadini. Be ready for the Red Hand Guard inside of Nadini's house. Once you enter the house, Resistance fighters take on the Red Hand Guards outside.

Nadini now tells you that Mithrelle has left Tortage and Strom is no longer immortal and can be killed! Now you must liberate the Northern City and the Harbor, where fighting is fierce. Head back across the bridge to the marketplace which is now in flames. Head towards the harbor fighting through numerous Red Hand Guards. Here you also find Delia, accompanied by four guards. Each time you defeat one of the main bosses, you are joined by other members of the Resistance.

Destroy the barricades in your way and continue to the harbor. Let the other Resistance members handle the minions and head straight to the Red Hand High Priest leading them. The other members of the Resistance keep the Red Hand busy near the Rum and Rumble. Keep yourself healed using spells or potions and wear down the High Priest. Once the priest falls be ready to move quickly before the other Red Hand soldiers can take an interest in you.

Continue towards the Lighthouse, destroying the barricade in your way. On the way you face more Red Hand soldiers, including Red Hand Apprentices who are casters. At the end of the dock you face Sakumbe, who is next to his sunken boat. Knock down that arrogant captain once and for all! There are also Red Hand Scribes in the area who cast spells at you and can heal. As you continue to the Lighthouse you are faced with groups of Guard Dogs and Red Hand Guards. When you get close to the Lighthouse you see a large group of Red Hand Guards who are trying to load supplies they raided from the city onto Strom's ship, the Leviathan.

Strom is trying to get the Leviathan out of the harbor and escape—you must stop him! As you walk up the gangplank, four Red Hand Bodyguards appear to try to stop you. They are minions and you can mow them down with little difficulty. After dispatching them, move up and attack the two Red Hand Guards in the middle of the Deck. Strom and his bodyguards are now visible on the deck. You must fight several waves of his bodyguards before you can take on Strom himself. As soon as the last bodyguard goes down, Strom moves to meet you. Keep yourself healed at all times through spells or potions. Once you have defeated the waves of Bodyguards, Strom himself comes at you! Keep your potions are handy and even though he isn't immortal anymore he is still a formidable foe. Use all your defensive spells and abilities as you heap as much damage as you can onto the former tyrant.



Congratulations! Not only have you saved Tortage, but the death of the tyrant has given you the freedom you need to continue to seek your own destiny. Though your way is not completely clear—by bringing down Strom, you have been noticed by more dangerous powers and your path will not be an easy one. Speak to Kalanthes to travel to your homeland.

### PLAYING WITH FRIENDS

Don't worry if you have made friends from one of the other two races that you wish to play with now. Although Kalanthes teleports you to your homeland, you can pick up transportation there to reach the other regions.

# CIMMERIA

## CONARCH VILLAGE

The hardy Cimmerians who populate Conarch Village believe in the grim and distant god, Crom. Unlike Aquilonians who believe that boons can be had by praying for them, or like the Stygians who buy power with sacrifice, Cimmerians do not beg for help from their god. At birth Crom grants all Cimmerians the strength needed to survive and fight, and for a Cimmerian, there is no better boon one could ask of a god. Cimmerians are known for their ability to eke a living out of the unforgiving mountains of this oftentimes harsh and cold land. Just as the mountains often hide the deep lush valleys of Cimmeria, the hardened stoic exterior of a Cimmerian often masks the passionate fighter dwelling within.

Though the people of this land have often warred with each other in the past, now they are bound together by a common enemy, the Vanir. These northern warriors have brashly encroached on Cimmerian land, emboldened by an alliance with the powerful Ymirish. Though old feuds die hard, the disparate tribes are slowly putting aside age long differences and beginning to come together as a nation to repel this hated enemy.

As one of the largest settlements in Cimmeria, Conarch Village plays a vital role in this defense and they can use your help. Though its citizens are far enough from the front of the conflict that their buildings and people remain untouched by Vanir fire or sword, most understand that now is the time to act, to unite and drive the Vanir and the unnatural Ymirish from their valleys, back across the northern mountains. Hopefully the decision to unite has not come too late.

Conarch Village

1 To Conall's Valley
2 Khon
3 Cormac (Fine Weapons)
Cuirach
4 Borcha
5 Carlin (Fine Food and Drink Merchant)
6 Catriona (Potion Merchant)
7 Battlemaster Bronwith
8 Traders
9 Canraegh (Stable Master)
10 Hwoyr
Blaanid (Grand Armors)
11 Dair (Food and Drink Merchant)
Gorm
Serving Wench
12 Refugee Camp
13 Croiss
14 Conarch Warrior
15 Rhiderch
16 Magdaria
Tortage Smuggler Tarn
17 Conor
Wagoneer Manan (Transport to Old Tarantia
18 The Laughing Man
Abandoned Building
19 Waudreen (Fine Armors)
20 Atraxus
Gardener
21 Tanor (Wayfarer of Asura)
22 Ryarm
Merbeth (Fine Potions)
Kaen
23 Priest
24 Cormac (Fine Weapon Merchant)
Cowal (Trainer)
25 Derrigan (Food and Drink Merchant)
26 Cadarn
Beoric
27 Tanner Chael
General Goods Merchant
28 Traders

# Conarch Village Quests

## Traveling Home

| Quest Giver | Kalanthes |
|---|---|
| Prerequisite | Cimmerian, End Battle |

While you have learned a great deal while working with the Resistance in Tortage, your have much left to learn. Speak with Rhiderch to try to remember your past.

### DESTINY QUESTS

There are many unanswered questions concerning your past, and ultimately, your destiny. If you are Cimmerian, Rhiderch is the man to see. Stygians and Aquilonians have other contacts in their respective hometowns.

## Blood and Sweat

| Quest Giver | Rhiderch |
|---|---|
| Prerequisite | Cimmerian, Traveling Home |

You must gain strength and skill before Rhiderch can help you further recover your memory and lost arts. Return to him once you have reached level 30.

## Supply and Demand

| Quest Giver | Conor |
|---|---|

Conor asks you to take a crate of supplies to Croiss, the leader of the refugees. Follow the path south and head to the left when you come to the wooden bridge to find Croiss.

## The Downtrodden

| Quest Giver | Croiss |
|---|---|
| Prerequisite | Supply and Demand |

Because of his injury, Croiss can't run his own errands and gladly pays you to help him out. Pick up a Weapon from Cuirach, Armor from Hwoyr, and Crates of Food at the inn and return to Croiss for payment.

## Every Strong Arm

| Quest Giver | Conarch Warrior |
|---|---|

The Conarch Warrior tells you that Conarch Village needs every able bodied fighter it can muster. Speak with Battlemaster Bronwith to see where you can be most useful.

## The Rabbit Hunter

| Quest Giver | Cadarn |
|---|---|

Cadarn is running low on the supply of venom he uses to hunt rabbits. Speak to the Wagoneer Manan to travel to Old Tarantia and take the boat to Khemi and seek out Zefat the Animal Merchant in the marketplace there and order the Venom for Cadarn. Zefat takes care of the shipping and you can return to Conarch Village after speaking with him. This is a great use for your Path of Asura ability.

### WAGONEER MANAN

Manan in Conarch Village is your gateway to the rest of Hyboria. Speak with him to Travel to Old Tarantia, where you can catch transport to other lands.

## The Tanner's Stench

| Quest Giver | Beoric |
|---|---|
| Rewards | Maulsmead |

Chael's trade as a tanner is causing the most offensive smell and Beoric can't stand it anymore! He asks you to speak to Chael about the problem. Chael knows his trade is a smelly one, but he has no other place to cure his hides. He asks you to find him a suitable place away from people so he can do his job in peace. Follow the path back up past where you first entered Conarch Village to find an abandoned shack that suits Chael's needs. You pass the Resurrection Point and pass under some rocks before you reach the shed. Return to him with your findings.

## The Tanner's Request

| Quest Giver | Chael |
|---|---|
| Rewards | Greywolf Tunic, Wolfhunter Leggings, Wolfhunter Cap |

Chael is curing hides to be made into armor for the village just as quickly as he can get them. He can use your help in securing more hides. Exit the town and hunt the wolves found outside the gates. Bring Chael 7 hides and he rewards you with some armor of your own.

## The Wandering Drunk

| Quest Giver | Conarch Village Guard |
|---|---|

Deal with Atraxus, an Aquilonian merchant, who has been causing trouble in the village. Look for him north of the Conarch Village Guard. Give him a good beating, or otherwise persuade him to stay out of trouble. Return to the Conarch Village Guard when you are finished.

## The Aquilonian Bastard

| Quest Giver | Serving Wench |
|---|---|

The serving maid at the village inn tells you that her son, Gorm, was fathered by an irresponsible Aquilonian merchant, Scorus, who left as soon as he found out she was with child. Find his house in Old Tarantia. Scorus is away on business, but perhaps his wife, Varinia, can be of help.

## The Gambler's Gambit

| | |
|---|---|
| Quest Giver | Borcha |
| Prerequisite | The Shadow Brotherhood |

Borcha asks you to find Telung and recover a gambling debt from him. Speak to Cavan, outside the entrance of Conall's Valley, on the northern side of the village. He tells you that Telung went to The Spider Caverns on the southeastern side of the valley. When you reach the point in the Caverns marked on your mini-map, look up and jump to reach the small nook where Telung's body lies. Grab his bag of gold and return to Borcha.

## Rotten Molars

| | |
|---|---|
| Quest Giver | Croiss |
| Prerequisite | The Downtrodden |
| Rewards | Croiss' Slayer |

Croiss wants to make a necklace of Vanir teeth for his triumphant return to the battlefield. Collect 150 Molars from the Vanir in Conall's Valley. The curs drop more than one tooth, so you should collect plenty as you are completing other quests.

## Clans at War

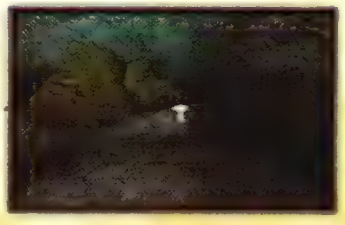
| | |
|---|---|
| Quest Giver | Battlemaster Bronwith |
| Prerequisite | Every Strong Arm |

Battlemaster Bronwith lets you know that there is more use for you in Conall's Valley where they are fighting to hold back the Vanir advance. Seek out Torin Chieftain in the Cimmerian Settlement there.

## A Rare Delicacy

| | |
|---|---|
| Quest Giver | Kaen |
| Reward | Delicious Mushroom Soup |

Kaen needs you to travel to the Spider Caverns in Conall's Valley and gather 10 Tasty Mushrooms for him. This quest is higher level than the previous quests you have picked up in Conarch Village and you should pick it up before completing The Lurking Horror since both quests take you to the Spider Caverns.



### COCOONS

Within the Spider Caverns you often find large Cocoons hanging from the cavern ceiling. Destroy these whenever you see them, otherwise Hatchlings just keep swarming out of them to attack you!

## The Gift of Healing

| | |
|---|---|
| Quest Giver | Kaen |
| Rewards | Maple Tears |

Kaen believes he can improve upon the local healing brew. He asks you to gather Maple Root Powder and Crocodile Tears. Speak to a healer or alchemist in Old Tarantia and Khemi to collect these ingredients and return to Kaen. Wagoneer Manan can take you to Tarantia and from there you can arrange passage to Khemi.

## A Message for Cul

| | |
|---|---|
| Quest Giver | Borcha |
| Prerequisite | The Gambler's Gambit |

Borcha asks you to travel to the Field of the Dead and deliver a private letter to Cul Chieftain.

## Order Silks in Potain

| | |
|---|---|
| Quest Giver | Magderia |

Magderia is planning a wedding and soon! Her father is busy with the war and she is stuck trying to plan a whole wedding. She asks you to travel to Caenna village in Potain and speak with Serathos to procure an order of silks for her dress. To reach Potain head to Old Tarantia and exit the city along the southern road.

## Keep the Hunter's Word

| | |
|---|---|
| Quest Giver | Tarn |

Tarn, a local hunter, has asked you to seek out Pefini in Nakaset village in the Purple Lotus Swamp and deliver some wolf pelts he promised.

### TRAVELING QUESTS

Quests like A Message for Cul, Order Silks in Potain, and Keep the Hunter's Word are used to lead you to other areas that are appropriate for your growing levels. They don't always chain directly into other quests, but rather lead you to new quest givers in areas you may not have visited yet. It is always a good idea to pick these up before moving on to another area if for nothing more than the experience and money rewards.

# THE BLOODIED SPEAR

We are a small clan and rarely had the Vanir raided this far from the border. Even the eldest of us could recall no such incursion. Days earlier, Kern Wolfeye had come and spoken to our chieftain. He spoke not of a mere raiding party, but of a warhost the likes of which had not been seen in Cimmeria in living memory. He asked us to send warriors to him, to fight back against the incursion. We shook our heads, unbelieving.

We should have listened.

Instead, we debated, our elders watched Kern with suspicion, his northern look unsettling to their eyes. Kern tried to reason with them until finally he returned to his camp, leaving us to more debate.

Finally, we did listen—when our own scouts returned, fear in their eyes and disbelief in their voices, and confirmed then what Kern had told us days before. We listened now that it was too late.

Our first thought was to fall back to the large settlement at the end of the valley and make our stand there, certain that in this time of need, Torin Chieftain would allow us within his walls, adding our strength to his. Our scouts reported back that a Vanir assault camp lay between us and safety. This was still better odds than facing the oncoming warhost. Those of us that could girded ourselves for battle. Our youths, mostly untested in battle, brought their hunting bows and axes, and our elders, many of whom had not raised a sword in many a season, adjusted armor and sharpened swords. We set out that morning as a clan, leaving behind only those too old or too young to fight.

The battle was fierce, but short. With each life they took we made them pay steeply with many of their own until the snows were nothing but red slush beneath our feet. Though we had had peace for many years, we knew what it was to fight; skills lately unused still served us well. Again and again my axe cut into Vanir flesh and bone leaving naught but carnage in its wake. In the end, it was not enough.

I was caught up in the dance of battle as I wrenched my axe out of a Vanir skull and flung its edge clear. I came around expecting to see another foe to bite into and instead found my chieftain at my side, his strong grip belying his many years. A cut to the forehead washed his face in crimson, and though his strength had not yet faltered, I could see that he also bore much more serious wounds. His grey eyes held mine as he handed his spear to me. "Go," he said. I wanted to protest, but as I looked over the battlefield and saw all but a handful of my clan dead or dying, I knew that he was right.

I took the bloodied spear from his hand, and without a further look he turned and joined back in the fray, standing with the few of my clan that remained upright, trying to hold back the line of Vanir long enough for me to fulfill my duty. I raced back alone, over ground I had covered just that morning with friends and family.

As my chieftain bade, none of our clan suffered the shame and torture of the Vanir. Our children do not know the yoke of slavery, our women are not defiled by the touch of northern hands. Let any who find this bloodied spear know its meaning and answer our plea. We died as we lived, as free Cimmerians. We ask not for grief or pity. We ask only for that which is left to us.

Vengeance.

# Conall's Valley

Once you leave the safety of Conarch Village, a single road winds through the valley leading to the Cimmerian Settlement. Though the path is simple, the journey is not. Vicious Wolves and terrible Yeti make their home along this swath of land and many adventurers have lost their lives through carelessness along this road.

If you survive the road's dangers you soon come to the Cimmerian Settlement, the last large outpost left in the valley. Here Cimmerians are fighting to hold back the dreaded Vanir. So far they are holding the settlement, but they are grateful, and willing to pay, for any help you can provide.

Conall's Valley

1. Entrance to Conarch Village
2. Cimmerian Settlement
3. Entrance to Spider Caverns
4. Reiner
5. Ossian
   Mogh
   Aodh
   Ashul
6. Cernu, the Cimmerian Captive
7. Kern Wolfeye
   Garret Blackpatch
   Daol
8. Ehmish
   Reave Oxheart
   Desagrena
   Hydallan
   Wallach Greybeard
   Nahud'r
9. Old Finn
   Fields of the Dead Entrance
10. Ressurection Points
11. The Veteran

# Conall's Valley Invaders

**Level: 23 Mini-Boss**

Like most Vanir, Arnulf Iceblade is more brawn than brains. He is fairly easy to take down, which might be why the Vanir have him guarding only this small camp.

**Level: 32 Boss**

Even among his own kind Jorgrimm is considered to be one of the most devoted of Ymir's children, and should not be underestimated.

**Level: 26 Boss**

Look for Torgvall in the middle of his camp, among his Sentinels and Runecasters. He won't come out to fight you alone, so prepare to fight him and his cronies at the same time.

**Level: 32**

This Ymir prefers to stay in his tent, giving orders from there. Be prepared to face not only him, but the two other Ymir flanking him inside the tent.

**Level: 31 Boss**

**Level 24 Boss**

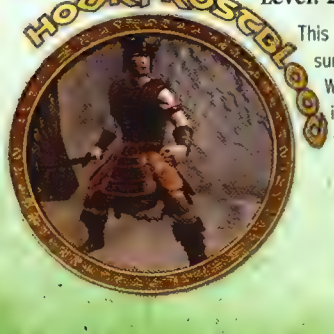
Supply Master Vorgir isn't so good at guarding his camp, but comes out to defend the important stuff, like his Cask of Ale. Lure him out by spilling his precious drink over the ground.

**Level: 31 Boss**

Both of these Commanders have the respect of both the Vanir, and their fellow Ymirish. They are much more difficult than regular Boss enemies. They are both found inside the Vanir warhost camp, in separate tents. At least you don't have to take on both at once! Bring a powerful group with you if you hope to survive the battle.

**Level 21 Mini-Boss**

Taskmaster Olaf is in charge of the Assault Camp which houses the Vanir raiding the Cimmerian Settlement. He is found at the back of the Assault Camp, in his command tent with another Vanir.




**Level: 22 Mini-Boss**

This larger-than-average Vanir is surrounded by his comrades in his camp. While he is tougher than most Vanir, he is still easily handled. If he proves too tough, grab an ally to bring him down.

**Level: 25 Mini-Boss**

Torgrim uses his massive axe to try to slow you down. His camp guards the path to the Vanir Flametenders. He is also usually accompanied by a Vanir Spirit Talker so be ready for a tough battle before moving to engage him.

**Level: 29**

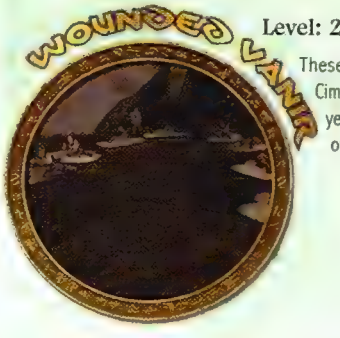
It is bad enough that living Cimmerians are fighting tooth and nail to keep the Vanir from their homes, but now the northern dogs are pillaging the dead as well! These Desecrators have the stolen tomb relics for The Ancient Burial Mounds quest.

**Level: 25**

These Vanir have been charged with the task of tending signal flames. They are protective of the signal fires and put up a good fight when threatened. They also have the ability to root you to the ground and cast fire spells, so be prepared for battle as running away from these foes can be difficult.

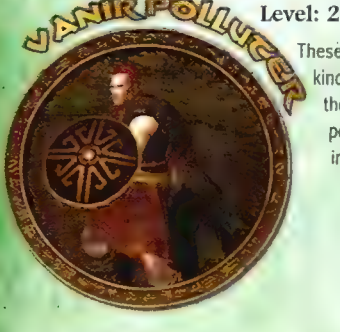
**Level: 23**

The only thing more dishonorable than the Vanir Polluters is their leader, the Vanir Master Polluter. He is found in the center of the Vanir Polluter camp, directing the ignoble effort.




**Level: 22**

These Vanir have been brought down by Cimmerian steel but the job isn't finished yet. Someone should just put them out of their misery.




**Level: 23**

These Vanir are among the most vile of their kind. Not content to wage war fairly on the field of battle, they have stooped to polluting the drinking water that runs into the Cimmerian Settlement.

# CONALL'S VALLEY ENEMIES

**Level: 21**

The alpha wolf of any pack is chosen because he is the strongest, fastest, most vicious of the lot and Aldtanrir is no exception. Surrounded by lesser members of his pack, this wolf does not give up his territory easily.

**Level: 23-24**

These aggressive arachnids make the mountain passes of Conall's Valley their home. Beware their webs unless you want to spend your last moments trapped, unable to move as you are slowly eaten alive.

**Level: 27-28**

These monstrous spiders abound the closer you get to the Spider Cavern. Alone they don't pose too much of a threat, but beware if you get cornered by more than one of these predators.

**Level 27-28**

These are similar to the Cavecrawlers but they often are accompanied by smaller Spiderling Minions.

**Level: 29**

These huge spiders drop the poison sacs you need for The Ancient Burial Mounds quest. They are much tougher than other spiders in the area.

**Level 28 Mini-Boss**

The Lurking Horror is a large spider at the deepest part of the Spider Cave. Beware its monstrous bite!

**Level: 31 Boss**

Mama Bear is very protective of her cubs and her territory! Once good swipe of her claws can rake the armor right off a full grown man so be careful if you should be unfortunate enough to attract her notice.

**Level: 31 Minion**

Sure, they look cute from a distance, but up close, not so much!

**Level: 25-26**

These large lumbering bipeds aren't the brightest foe you face, but it is a good idea to treat anything that uses a tree trunk as a weapon with a measure of respect.

**Level: 19-21**

These towering creatures hold little in their primitive minds beyond the need for food and the desire to hold their territory. They seldom roam the main road, and stay in a small group off to the right.

**Level: 21-22, 27**

These four legged creatures are much more vicious than their tamer wolf cousins. They are one of the tougher creatures in Conall's Valley. Be prepared to put up a good fight if you don't want to end up as a Warg's next meal.

**Level: 22-25**

Cimmeria is a harsh land, so harsh that even its woodland creatures have learned aggression as a necessary survival trait. Every Cimmerian knows that boars make good eating, and every Wild Boar knows that the easiest way to stay out of a cookpot is to attack anything that comes near.

**Level: 19-20**

The road outside of Conarch Village has always been home to a few Wolves. Recently, the infusion of the Vanir in the lower valley have pushed the Wolves here in greater numbers, making them much more than a nuisance. The road has become dangerous for all but the hardiest adventurers as these once far ranging predators fight over the scarce prey available in this small area.

**Level: 26 Boss**

This Yeti is by far the largest, and mangiest, of the lot. It defends its area very stubbornly and wields its arboreal armament with extreme prejudice.

**Level: 20 Minion**

Wolf Cubs may be smaller than adult Wolves, but their teeth are just as sharp. These young predators can be found near the lair of Aldtanrir, the alpha wolf.

| A Beloved Friend | |
|---|---|
| Quest Giver | Calleo |
| Prerequisite | A Harrowing Journey |
| Rewards | Klamath Wine, Whorled Matricaria |

Calleo asks you to get vengeance for his horse by killing the Alpha Wolf, Aldtanrir. Locate the Alpha Wolf by following the path until you see a wolf den off to the right containing Wolf Cub minions and the ferocious Aldtanrir.

| The Wolf Menace | |
|---|---|
| Quest Giver | Cavan |
| Rewards | Wolfhunter Jerkin, Chillwrapped Hood, Snarling Coif |

Collect 7 Wolf Tails from the Wolves along the road and return to Cavan when you are finished. The Wolves have been menacing travelers and their tails will make fine trophies.

| Helping the Settlement | |
|---|---|
| Quest Giver | Cavan |
| Prerequisite | The Wolf Menace |

Give the Wolf Tails to Riona in the Cimmerian Settlement to earn her trust. She is in the chieftain's building.

| The Wayfarer's Stone | |
|---|---|
| Quest Giver | Amunarton |

Amunarton, a Stygian scholar, claims to have used the wayfarer's stone to transport himself to Conall's Valley all the way from Khopshef Province in distant Stygia! He asks that you deliver his amulet to his wife, Shabaka, next time you are in that area. Travel to Old Tarantia, then take the boat to Khemi. From there, arrange transport to Bubshur by speaking with Captain Mager. Shabaka is entertaining outside of the town near a pleasant oasis.

| The Veteran | |
|---|---|
| Quest Giver | The Cimmerian Veteran |
| Rewards | Aged Maulsmead |

On the path to the Cimmerian Settlement you meet The Veteran. He asks that you take his Sword, Bow, and Shield to his family inside the settlement. If he is slain, they will need that inheritance. His son, Daorgan, and daughter, Adha, guard the walls while his wife, Sian, is in their home. Once you have spoken with all three, return to The Veteran with their gifts.

# Cimmerian Settlement

Cimmerian Settlement

1 Amunarton
2 Riona
Torin Chieftain
Hawkeye (On Top of Building)
3 Sian
4 Camdyn
5 Weaponsmith Einion
Apprentice Loman (Weapon Merchant)
Armorsmith
Apprentice Baek (Armor Merchant)
6 Harnon
7 Gormley
Glendyn
8 Elethia
Apprentice Healer Ashling (Potion Merchant)
Deiric
Arden
9 Ragall (Food and Drink Merchant)
10 Vajascus
Braeden
Alana (Food and Drink Merchant)
Devlon
Kealan
11 Kincaid
Adha
Daorgan
12 Valoz Da Neva

| Old Man Gormley | |
|---|---|
| Quest Giver | Riona |
| Rewards | Gormley's Slicer |

Riona has asked that you speak to Old Man Gormley here in the settlement to see if you can help him. He asks you to find his Homestead and get his Stolen Goods and Buried Treasure back from the Vanir. Collect his Stolen Goods by slaughtering the Vanir near his Homestead. The Buried Treasure is under a large flat rock near the base of a tree at his Homestead. Return to Old Man Gormley when you are finished.

| The War Totem | |
|---|---|
| Quest Giver | Riona |
| Rewards | Totemic Folio |

Riona has asked you to destroy the Vanir war totem in the camp north of the palisade. It is heavily guarded by Vanir, so be careful. A large group of Vanir Stalker Minions also comes out to fight you once you destroy it, but they are weak and should prove to be little challenge to you.

HALF IS MORE THAN ENOUGH
Be careful when you leave the Cimmerian Settlement as it often comes under attack from a horrific Half Giant. This fearsome creature charges the settlement and anyone in its way. If you decide to fight it, bring friends, or let the guards soften it up a bit first.

## THE VANIR

In the northern lands, where the wind is too cold for even a Cimmerian, lies Vanaheim, home to the Vanir. A violent and dangerous people, they have continually waged raids against their neighbors, always preferring war to peace. Driven by an insatiable battle lust, the Vanir seek to constantly slake it by raiding and pillaging, taking what they want and defiling what they don't.

In the past, the invaders have only ventured into Cimmeria in smaller raiding parties. Like the Cimmerians, the Vanir were a loose group of tribes whose differences kept them from banding together for long, keeping them from being a major threat.

This new incursion is something different though. They don't take what they want and return to their homes. Rather they take, and destroy, and keep on coming. Led by the Ymirish, the Vanir are no longer disparate groups harrying the frontier, but an invading army pushing its way into the heart of Cimmeria.

No matter where you go in Conall's Valley, you are almost certain to encounter Vanir. When you step out of the Cimmerian Settlement the Vanir camps are visible. As you move through the valley you encounter Vanir of higher levels and more abilities. Be careful when moving close to their camps so that you don't take on too many foes at once.

| Blinding the Enemy | |
|---|---|
| Quest Giver | Kincaid |
| Rewards | Suppressor's Kilt, Wildsense Hood, Suppressor's Hauberk |

With the Vanir wolves nipping at the settlement's heels, Kincaid needs all the help he can get. Go out into the valley and kill 4 Vanir Lookouts, 8 Vanir Invaders, and 8 Vanir Raiders. Return to him once your task is complete.

| Butchering the Weak | |
|---|---|
| Quest Giver | Deiric |
| Rewards | Deiric's Resolve, Flagrant Staff |

Deiric has found out where the Vanir are keeping their wounded. Sneak up into their camp and slaughter 6 of them while they are next to helpless. It is no better than the dogs deserve! The camp is well guarded, so be prepared to crack more than a few Vanir skulls.

| Curing the Sick | |
|---|---|
| Quest Giver | Elethia |

As if the war weren't bad enough, sickness has now laid low many warriors. Elethia needs more herbs to concoct her cures. Gather the pink flowering Wild Herbs from Conall's Valley, east of the settlement. Return to Elethia when you are finished. She has you deliver the cure to Arden, in the building behind her, and to Devlon, in the inn.

## Hunting for Valoz

| | |
|---|---|
| Quest Giver | Valoz Da Neva |
| Rewards | Blackwolf Tunic, Blackwolf Cap, Wildfury Coif, or Blackwolf Pants |

Valoz Da Neva, a Zingaran trader, can get a good price for Warg Pelts. He hires you to bring him 9 of the valuable pelts in exchange for some armor.

## The Snowy Beast

| | |
|---|---|
| Quest Giver | Valoz Da Neva |
| Rewards | Longtooth Sword or Longtooth Dagger |

Valoz has hired you to procure a rare pelt from one of the Yetis high in the mountains. Once you get close, you must climb up two rock faces to reach the path leading to the Mountain Yetis.

## The Lurking Horror

| | |
|---|---|
| Quest Giver | Gormley |
| Rewards | Beastslayer Ring or Beastsnare Band |

Old Man Gormley tells you of a really strange creature that has been preying on livestock throughout the valley for many years. He asks that you speak to Braeden, Camdyn, and Glendyn to get more information on what it looks like and perhaps find a way to kill it. All three people are found within the Cimmerian Settlement. Once you have spoken with them, travel deep into the Spider Caverns to come face to face with the Lurking Horror.

## War and Commerce

| |
|---|
| Quest Giver Vajascus |

A Nemedian merchant named Vajascus is too much of a coward to leave the safety of the Cimmerian Settlement. He asks you to deliver a shipment of Cimmerian Furs to his friend, Keyx, in Tesso, a small town in the Wild Lands of Zelata. In order to reach Tesso take the transport in Conarch Village to Old Tarantia, then take a boat to The Wild Lands of Zelata.

## The Assault Camp

| | |
|---|---|
| Quest Giver | Kincaid |
| Prerequisite | Blinding the Enemy |
| Rewards | Taskmaster's Crossbow, Taskmaster's Throwing Axe, or Taskmaster's Mace |

Kincaid now wants you to slay Taskmaster Olaf, the leader of the nearby assault camp. Follow the road to reach the camp. Olaf is in a large tent towards the back of the camp. Loot four Vanir Weapon Racks to replenish the settlement's supplies also.

## Plundering the Prowlers

| | |
|---|---|
| Quest Giver | Einion |
| Prerequisite | The Assault Camp |
| Rewards | Vanir Prowler Arrows and Swift-talon Bow |

Because you have helped the settlement in the past, Einion seems to trust you now, and wants you to track down 6 Vanir Skulkers and kill them. Not wanting good arrows to go to waste, he also asks you to recover 4 of their Quivers.

## Frostblood's Camp

| | |
|---|---|
| Quest Giver | Kincaid |
| Rewards | Frostwarder's Scale Boots, Frostwarder's Hide Boots, or Frostwarder's Footwraps |
| Prerequisite | Plundering the Prowlers |

Kincaid has an important task for you. He needs you to go to Hodr Frostblood's camp and kill him. While you are there also take down 7 Vanir Aggressors, 7 Vanir Skirmishers, and 3 Vanir Preservers. Frostblood's camp guards the Wounded Vanir and is best done at the same time as Deiric's quest, Butchering the Weak.

## Blood and Venom

| | |
|---|---|
| Quest Giver | Valoz Da Neva |

Always on the look out for profit, Valoz Da Neva has asked you to hunt Bloodspiders up in the hills and to harvest 20 of their Poisonous Glands. These are no mere pests though and have been known to take down many a traveler so be wary.

## Fanning the Flames

| | |
|---|---|
| Quest Giver | Deiric |
| Prerequisite | Butchering the Weak |
| Reward | Deiric's Reach |

The Cimmerian signal fires were once used to warn the tribes of an impending attack and now have been put to the same purpose by the hated Vanir! Deiric has asked you to kill the four Vanir Flametenders so that the other Vanir have no warning in case of attack. If you haven't received the Frostblood's Camp quest from Kincaid yet, hold off on doing this until you do. Both quests are completed in the same area.

## Ymir's Call

| | |
|---|---|
| Quest Giver | Deiric |
| Prerequisite | Fanning the Flames |

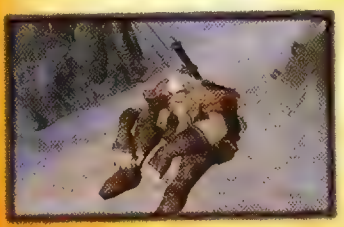
Deiric is still too wounded to take the fight to the Vanir himself. He has asked you to destroy the statues of Ymir erected by the Ymirish Sorcerers along the paths in the valley. By destroying the statues you weaken the powers of the sorcerers. The statues are far from undefended. Expect to face Vanir defenders and also the stronger Ymirish! It is a good idea to bring at least one ally with you for this quest.

### THE YMIRISH

Unlike the Vanir they are allied with, the Ymirish are not well known in Cimmeria. Until recently they kept mostly to their chill peaks, and were rarely spotted outside of Vanaheim. Though their lineage is uncertain, they appear to share ancestry with the frost giants. They are much larger than normal men, standing head and shoulders over the hardiest of their Vanir allies.

Their physical traits give them a definite advantage in battle. Most Ymirish prefer to engage directly in melee combat; their powerful arms and longer swings make short work of their foes. Some however, have received the call of their god, Ymir, and wield devastating arcane energies in his name.

All Ymirish, regardless of their level, are much tougher foes than the Vanir that surround them. When venturing into areas where Ymirish are found, it is always a good idea to bring along a group. When engaging them, do your best to tackle them one at a time. They are often close to Vanir. When you get both a Vanir and a Ymirish, take out the Vanir as quickly as you can, and then concentrate on wearing down the Ymirish. They can take a great deal of damage, and they can certainly dish it out.



## Supply Routes

| | |
|---|---|
| Quest Giver | Valoz Da Neva |
| Prerequisite | The Snowy Beast |

Valoz asks you to deliver the goods you have been procuring for him to Conor in Conarch Village. It is a quick and easy way to make a few coins.

## The Source of Pollution

| | |
|---|---|
| Quest Giver | Devlon |
| Prerequisite | Curing the Sick |
| Reward | Redwillow Tea |

Devlon believes that the Vanir are poisoning the river. Follow the river upstream from the settlement and remove three corpses that the Vanir have placed in the river to foul the waters. You can avoid most of the Vanir by traveling in the river itself.

## The Vanir Polluters

| | |
|---|---|
| Quest Giver | Devlon |
| Prerequisite | The Source of Pollution |
| Rewards | Purifier's Necklace or Cleansing Necklace |

Removing the corpses was a good start, but now you must remove the polluters themselves. Kill 8 Vanir Polluters and the Master Polluter to ensure that the drinking water of the settlement remains clear.

## The Burning Scars

| | |
|---|---|
| Quest Giver | Elethia |
| Prerequisite | Curing the Sick |

You did such a good job collecting the Wild Herbs for Elethia that she again asks for your help. Collect 9 Shadeleaf from the north eastern side of the valley.

## Kern Wolfeye

| | |
|---|---|
| Quest Giver | Riona |

Riona wants you to travel north to the mountain glade to seek out Kern Wolfeye. He has led a band of Cimmerians against the Vanir and may need your help.

### RESURRECTION POINTS

When talking to Riona, take the time to discover the Resurrection Point near the chieftain's lodge. You don't want to run all the way back from Conarch Village if you fall in battle. Check the other Resurrection Points on the map. It is a good idea to visit them as well when you are in the area to vastly cut down your travel time.

## Deiric's Sacrifice

| | |
|---|---|
| Quest Giver | Deiric |

Deiric asks you to speak to Kern Wolfeye who is camped near Cascade Falls to the West. Pick up Love of an Outcast at the same time as they both require travel to Kern.

## Love of an Outcast

| | |
|---|---|
| Quest Giver | Adha |

Adha asks you to deliver a special cap, made from the skin of her fallen enemies, to her love, Hydallan. He is in Kern Wolfeye's camp near Cascade Falls. Speak with Deiric and pick up the quest Deiric's Sacrifice at the same time.

### KERN WOLFEYE

Forsaken by his own tribe, Kern nevertheless works to drive the invading Vanir out of Cimmeria. His small band of followers has given up all they have to fight alongside him. Though the yellow eyes that earned him his name have often brought him nothing but mistrust, no Cimmerian has done as much to fight against the Vanir.

Even though they have accomplished much on their own, Kern and his band are grateful for any help they can get, and are more than willing to reward you for your assistance. Look for Kern camped high up in a Mountain Glade, planning attacks on the Vanir. More members of his band are camped in the Hidden Cavern behind the waterfall in Conall's Valley. Speak to them to see what you can do to strike back at the Vanir warhost.

| Hawkeye | |
|---|---|
| Quest Giver | Hawkeye |
| Rewards | Shrike and Swiftdraw Quiver |

The Cimmerians are running low on arrows after leaving so many of them stuck in Vanir flesh! Hawkeye asks you to get 30 Red Fletched Arrows from dead Vanir near the Ymir Stronghold in the far eastern part of Conall's Valley. Return to Hawkeye once you have collected them.

| Forgotten Treasure | |
|---|---|
| Quest Giver | Valoz Da Neva |

Long ago, before he was a cynical and suspicious as he is now, Valoz paid good copper for half of a treasure map written in a language he cannot read. Knowing he can't turn a profit on it, he gives it to you. Speak to Innkeeper Gezzet of the Serpent Head Inn in Khemi to find out more about the map. He tells you to seek the other half of the map off of Xanarus Darkhand, found in the Tarantia Outflow Tunnels. There are other quests in Old Tarantia that take you down into these tunnels, so wait to do them all at once.

Once you have both pieces of the map, travel to the Purple Lotus Swamp to speak with the Cartographer. Travel along the southern road out of Khopshef Province to reach the swamp.

| Eyes of the Dead | |
|---|---|
| Quest Giver | The Cartographer |

After showing the map to the Cartographer, he tells you to seek the treasure in the Treasury of the Ancients near the Great Pyramid in Stygia.

| The Passing of Blackfrost | |
|---|---|
| Quest Giver | Desagrena |
| Rewards | Cut-Throat's Stitched Belt, Cut-Throat's Cured Belt, or Cut-Throat's Girdle |

Desagrena knows how important it is for Kern and his band to work with the Cimmerians in the settlement. She asks you to serve up Torgrim Blackfrost's severed head to Riona to show what good is being done out here. You must fight through the Vanir Cut-Throats to get to him, killing 10, so be ready for a tough fight.

| A Sharp Blade | |
|---|---|
| Quest Giver | Reave Ox-Heart |

Reave asks you to deliver some items to his friend Ossian at Cascade Falls. Once there, you meet more Cimmerian warriors who can use your help.

| An Impending Attack | |
|---|---|
| Quest Giver | Kern Wolfeye |
| Rewards | Ring of Resolve or Ring of Intent |

Kern wishes to send a strong message to Torin Chieftain about the Vanir presence in the valley. Head to Battlemaster Torgvall's camp west of Kern's camp and slay 9 Vanir Sentinels, 4 Vanir Runecasters, and sever Torgvall's ugly head. Deliver a message to Torin Chieftain by returning to the Cimmerian Settlement and shoving the severed head on a pike outside Torin's Lodge, to the right of the entrance. Speak with him when you are finished. This is a group quest so gather help before taking down Torgvall.

| A Special Request | |
|---|---|
| Quest Giver | Nahud'r |
| Rewards | Darkfire Bracers, Amberwhite Bracers, or Venomguard Bracers |

Nahud'r wishes to trade with Valoz Da Neva for a book, but the Zingaran isn't interested in trading with him. Nahud'r asks you to collect 4 Tarnished Vanir Insignias and 4 Cracked Vanir Medallions from dead Vanir serving under Battlemaster Torgvall. Pick up this quest before doing An Impending Attack as you can do them both at the same time. Once you collect the Insignias and Medallions, trade them to Valoz Da Neva for the book Nahud'r desires. Valoz takes some persuading, but in the end he is too curious about the Insignias and Medallions you have for trade and he gives up the book.

| Defeating IceBlade | |
|---|---|
| Quest Giver | Kern Wolfeye |
| Rewards | Greybeard's Knife |

Kern has asked you to go to the Vanir scout camp, just north of the mountain glade. Defeat the Vanir there and loot 10 Food Rations you find on their corpses, as well as their bedrolls from the camp. Defeat their leader, Arnulf Iceblade as well.

| Invading the Supply Camp | |
|---|---|
| Quest Giver | Wallach Greybeard |
| Reward | Greybeard's Protector |
| Prerequisite | Defeating Iceblade |

Wallach asks you to go to the Vanir Supply Camp southeast of Kern's camp and slaughter 12 of the Vanir guarding the Supply Camp, Steal Vanir Supply Crates and kill Supply Master Vorgir. To make Vorgir appear, destroy the Vanir Ale Cask in the center of the camp. The Vanir like their ale almost as much as the Cimmerians do and he quickly appears to seek vengeance for the destroyed cask.

| Appetite of the Wolf | |
|---|---|
| Quest Giver | Hydallan |
| Reward | Bloodamber Brew |

With the war and all, Hydallan hasn't had a chance to do much hunting lately, so he asks you to bring back 4 pieces of Wild Boar Meat, as well as Wild Boar Entrails for Kern's dire wolf, Frostpaw.

| Torn from the Dead | |
|---|---|
| Quest Giver | Ossian |
| Prerequisite | A Sharp Blade |
| Rewards | Scavenger Bracers, Looter's Bracers, or Looter's Link Bracers |

Ossian wants to pay Reave back for his kindness and sends you to collect earring hoops from the corpses of slain Vanir enemies. He asks you to pick up 10 Small Vanir Hoops and 10 Large Vanir Hoops. Collect hoops from Vanir Berserkers, Shieldcrushers, and Reavers. This is a group quest so bring along some help when facing these tougher Vanir.

| The Hidden Cavern | |
|---|---|
| Quest Giver | Hydallan |
| Prerequisite | Appetite of the Wolf |
| Reward | Finn's Concoction |

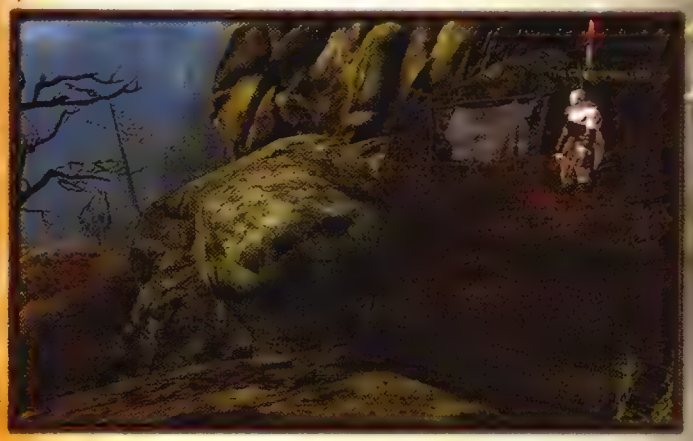
Hydallan asks you to slay Ymir Sorcerers at the Tactician's Camp, no small task, and to get the strong liniment they often carry with them. Once you have the liniment deliver it and a wooden crutch Hydallan made to Old Finn in the Hidden Cavern. Ymir Sorcerers are extremely tough foes and you should either be higher level than they are, or bring friends if you want to have any hope of surviving.

| The Ancient Burial Mounds | |
|---|---|
| Quest Giver | Nahud'r |
| Prerequisite | A Special Request |
| Reward | Mage Gem |

The Vanir are upsetting the resting place of Cimmerian dead. Slay these grave robbing dogs and reclaim 6 Stolen Tomb Relics. While you are there, collect 6 Spider Venom Sacs off of the Deathspinners for Daol to use to poison his arrows.

| The Gravesinger | |
|---|---|
| Quest Giver | Kern Wolfeye |

Kern asks you to seek out the Gravesinger near the burial mounds. It is said he knows much of magic, and may be able to tell you how to counter the dark Ymirish sorcery that gives so much aid to the Vanir.



| Chaos in the Fortress | |
|---|---|
| Quest Giver | Kern Wolfeye |
| Reward | Bloodguard |

Kern needs you to cause chaos right in the Vanir warhost camp itself! Set fire to 20 Vanir Tents and kill 20 Vanir Champion Elites. The much more powerful Ymirish are also found near the tents, so tread carefully. This is a group quest, so grab some like minded allies before venturing into the camp. If you haven't already picked it up, grab Hawkeye's quest as the arrows he needs are found in the same location.

## Ossian's Odyssey

| Quest Giver | Ossian |
|---|---|
| Rewards | Fleetfooted Slippers, Fleetfooted Treads, Wanderer's Boots, Wanderer's Scale Boots, or Wanderer's Plated Boots |

Ossian asks you to travel to the Border Ranges and find him a piece of Nemedian armor, his favorite. Reach the Border Ranges by Traveling to Old Tarantia, then taking a boat to the Wild Lands which connects to the Border Ranges. Be ready to fight through plenty of Nemedian foes. Once there, follow the path deep into the zone until you reach a small lake surrounded by mountains in the far northeast corner of the map. Once you reach the lake, jump in and swim until you reach a secluded cove. The Nemedian Adventurer is here. Once you are finished, take the armor to Darius in Old Tarantia so he can rework it to fit Ossian.

## The Cimmerian's Axe

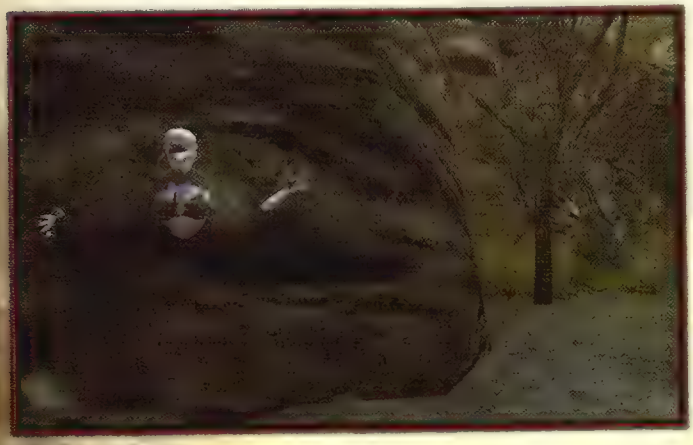
| Quest Giver | Reinar |
|---|---|

Reinar lost his axe while chasing Vanir into the Spider Caverns when it got caught in a web. Bring it back to the young warrior so he might fight again once his strength returns. Head to the right after entering the caverns to find the axe.

## The Gravesinger's Voice

| Quest Giver | The Gravesinger |
|---|---|
| Prerequisite | The Gravesinger |
| Rewards | Jeremiad Britches, Elegiast's Britches, Jeremiad Leggings, Jeremiad Tasset, or Jeremiad Leg Guards |

The Gravesinger is unable to bring peace to the spirits of the dead without his "voices," special horns he uses to appease the spirits. Recover the Roar of the Wild, Words of the Deep, and the Sound of Silence. The Roar of the Wild is on the Mama Bear who resides in a small cave just northwest of the Cascade Falls resurrection point. Words of the Deep is in the small lake formed by the waterfall a little way down the path from the Mama Bear. Swim down to the bottom of the lake to find it. The Sound of Silence is on an Encased Corpse on the southern path leading to the Field of the Dead.



## The Restless Spirits

| Quest Giver | The Gravesinger |
|---|---|

The Gravesinger has become aware of dark spirits adding their troubled voices to the songs sang by the dead. He has asked you to travel to the Wild Lands of Zelata and speak with Zelata herself to learn how to deal with these spirits. Use Wagoneer Manan in Conarch Village to reach Old Tarantia. From there, speak to one of the captains on the docks to arrange passage to the Wild Lands.

## The Bloodied Spear

| Quest Giver | Picking up the Bloodied Spear |
|---|---|
| Reward | Bloodnail |

Look for the burned out building near Cascade Falls to find the Bloodied Spear stuck in the door. Use it to pick up the quest. The Bloodied Spear is a dark sign indeed. Cimmerian warriors, defeated in battle, sent back one of their own to slay the women and children left behind, lest they be defiled and enslaved by the Vanir. It is a plea for vengeance that cannot go unanswered. Slay 40 Ymirish and 40 Vanir to repay them for the atrocity they caused!

## A Dirge for the Dead

| Quest Giver | The Gravesinger |
|---|---|
| Rewards | Grimherald Tunic, Grimherald Hauberk, Grimherald Chestguard, or Grimherald Jerkin |

The Gravesinger has tasked you with defeating the mighty Ymirish sorcerer, Jorgrimm. This is a group quest. Jorgrimm is protected by strong magic, and you must seek allies, preferably a full group of them, if you have any hope of surviving the battle.

## Mayhem in the Fortress

| Quest Giver | Kern Wolfeye |
|---|---|
| Prerequisite | Chaos in the Fortress |
| Rewards | Longspire, Frostmaim, or Chilltouch Crossbow |

Kern sends you back into the center of the Vanir warhost to deal a deadly strike against the Vanir and hopefully throw them into chaos. Kill 20 Ymirish, 6 Deathbringer Elites, Commander Ramn, and Commander Vakarr. This is a group quest and is quite a task. Make sure you bring a group of strong dependable allies with you.

## Decimate the Warhost

| Quest Giver | Kern Wolfeye |
|---|---|
| Prerequisite | Mayhem in the Fortress |
| Rewards | Frostbiter, Icefist, Icebreaker, Icespine, or Icefang |

Though he has asked a great deal of you already, Kern has another task for you. Slay 4 Ymirish Frostcallers and kill Lodur Frostbeard. Bring Frostbeard's head back to Kern when you are through.

## The Cimmerian's Plea

| Quest Giver | Cernu, The Cimmerian Captive |
|---|---|
| Rewards | Dusk Pearl |

It is too late to save the Cernu, but with his last breath he asks you to free his wife, Duana, from the hated Vanir. She is being held inside the main Vanir Camp. Once you free her she is able to make her own way back to her people, swearing vengeance on the Vanir!

# Field of the Dead

The Field of the Dead has been the sacred burial ground for Cimmerian Chieftains and other honored dead for centuries. It lies at the foot of Ben Morgh, the towering mountain where Crom himself is said to dwell and the dark, windswept hills echo the cheerless vision of the Cimmerian afterlife. Guarded by Cimmerian patrols set to keep watch over the dead, the Field of the Dead is home to many wolves and other predatory creatures.

Each Cimmerian clan lays claim to a part of the Field, having its own burial mound. The great chieftains, of small and large clans alike, are laid to rest along with their weapons and other important possessions so that they may enter the afterlife as befits their station. These treasures sometimes lure robbers and raiders, but many of those that seek to defile these great cairns never leave with the loot they seek. Those laid to rest here were indomitable in life, and don't take kindly to being pilfered in death.

As the Vanir incursion moves into Cimmeria in force, this sacred place has not spared. The Vanir rip into the burial mounds, seeking only treasure and powerful relics, caring nothing for the dead within. This wholesale defilement comes at a cost, and a dark curse is once again howling through the land.

Field of the Dead

1. To Conall's Valley
2. To Lacheish Plains
   - Derghas (Transport to Guild City)
3. Mendark
   - Arrun of Lacheish
   - Bhaltair of Lacheish
   - Garach (General Goods)
4. The Little Farmer
5. Resurrection Points
6. Cul Chieftain
   - Croag
   - Jocund
   - Morne
   - Tabbot Tall-Wood
7. Bodhrann
8. To Toirdealbach's Tomb
9. To Kylikki's Crypt
10. Fire Beacon Lookout
    - Eacharn
    - Ceana
    - Braennagh (Wayfarer of Asura)
    - Tuich
    - Diarmad
    - Hamrik (General Goods)
11. To Eiglophian Mountains
12. Saemus (General Goods)
    - Kiara
    - Marrock
    - Lachlan
13. Spirit of Leannan
14. Radi
15. Cerdia

# Field of the Dead Defilers

**Level: 42 Boss**

This foe likes to Hide, making it difficult for you to engage him on your terms. Be ready for a tough fight if you choose to engage him.

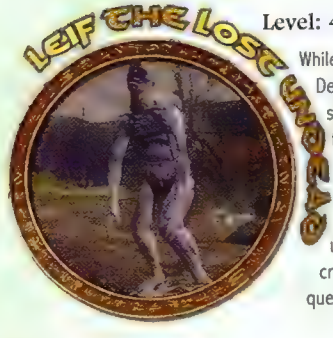
**Level: 46 Boss**

**Level: 47 Boss**

Be careful when facing Hellhammer as you must fight through many Vanir to reach him, including sharp-eyed archers.

**Level: 47 Boss**

These Vanir leaders are found around the Ancient Ruins to the north. Like the Vanir surrounding them, they are group foes, and shouldn't be tackled alone.




**Level: 48 Boss**

While most of the undead in Field of the Dead stalk the Haunted Forest to the south, one dangerous example wanders the Field indiscriminately attacking anyone. Leif is higher level than the other foes surrounding him, and despite his large size, has a tendency to sneak up on you while you are fighting other creatures. Keep an eye out for him when questing in this area.

**Level: 41 Boss**

Hakon sends his trained Wolves against you, as well as Vanir Minions. Hakon is a caster and retreats to a safe distance to work his dark sorcery, so be prepared to move to engage him.

**Level: 45 Boss**

Bring friends with you when tackling Lieutenant Rohr. He hits very hard and has a ton of hit points. Watch out for the nearby Vanir Brutes who are eager to join in on the fight.

**Level: 42 Boss.**

Thorain is a challenging foe. Once you engage him, he sends out his great Saber and two Vanir Minions. Take out these minor nuisances first, before dealing with Thorain.

**Level: 46 Boss**

**Level: 38**

**Level: 38**

**Level: 39**

**Level: 39**

**Level: 39 Minion**

Much like the Vanir in Conall's Valley, these Vanir are tough, hardened warriors looking to claim this Cimmerian Territory as their own.

**Level: 42**

**Level: 41-42**

As you move deeper into the Fields of the Dead, you encounter Vanir that are much hardier than the ones you faced before. Keep an eye out for the Vanir Hunters who pepper you with arrows while you are engaged with other foes.

**Level: 41**

**Level: 40**

Rifling through the Cimmerian dead has made these Vanir more than a little off. They are desperate to defend their unearthed earnings, so don't take on more than you can handle.

**Level: 42 Boss**

The Vanir Shaman wield powerful magics making them a difficult foe.

**Level:47 Boss**

**Level 47**

Like his brethren, this Ymirish is much more difficult to face than the Vanir. Bring friends and have potions at the ready before facing him. He commands two Bears, also group mobs, so be careful!

**Level: 39**

Taking on an Ymirish is always tricky, and this one has vicious pets! Bring friends if you decide to mess with the Wolfrunner. As all Ymirish do, he has a ton of health and can really dish out damage, so be well prepared before facing him and his pets.

**Level: 39 Boss**

## Field of the Dead Quests

### Wagon Wreck

| Quest Giver | Bhaltair of Lacheish |
|---|---|

Bhaltair asks you to strike against the hated Vanir and destroy their Wagon. Look for the wagon to the north of the camp. There are quite a few Vanir who patrol the camp, so if you take the main road, take your battles off to the side where you are less likely to encounter additional Vanir. If you follow the mountain, you won't have to take out many of the Vanir to reach the Vanir Wagon.

### The Poisoned Cup

| Quest Giver | Bhaltair of Lacheish |
|---|---|
| Prerequisite | Wagon Wreck |

Bhaltair now has another task for you which should really hinder the Vanir. He wants you to poison the Vanir Water Containers. The first containers you may notice are most likely the ones next to the big Ymirish fellow and his two Wolves. This is a trap and you can complete this task without tangling with this boss if you want. Continue past him into the camp and there are plenty of Water Containers guarded by one or two Vanir.

### The Messenger

| Quest Giver | Bhaltair of Lacheish |
|---|---|

Bhaltair asks you to deliver a message to Cul Chieftain who is camped farther down the road. Speak with Cul, then return to Bhaltair with his answer. The Vanir patrol the road between the two camps. If you wish to avoid most of them, stick to the grass north of the road.

## Crom's Champion

| Quest Giver | Mendark |
|---|---|

Mendark, a Zingaran mercenary, had some bad luck after an encounter with the Vanir. He had planned to travel to Tarantia to compete in the arena there. If you wish to give the competition a chance, travel to Tarantia and seek out Luco in the Armsman's Tavern in the Noble District.

## Tabbot and the Scouts

| Quest Giver | Tabbot Tall-Wood |
|---|---|

Tabbot has a problem with the Vanir Scouts and asks for your help. Find and kill 5 Vanir Scouts for him. The Scouts are trained in the art of camouflage and are sometimes difficult to see. Find them hiding behind the various trees, bushes, and rocks of the camp. Sometimes they hide in pairs, so always be ready to deal with two at once.

## Mourne's Clumsy Hands

| Quest Giver | Mourne |
|---|---|

Mourne asks you to bandage Croag's wounds, since he is afraid of hurting Croag with his coarse hands. Maybe he is just afraid of blood. Return to Mourne when you are finished.

# Field of the Dead Wildlife

**Level: 43 Boss**

**Level: 42-43**

The Grey Wolves who haunt the hills of the Fields of the Dead grow to a good size and they have learned to defend their territory viciously.

**Level: 42-43**

These Wolves are more ferocious then their Grey counterparts encountered in other parts of the Fields.

**Level: 44 Boss**

The Plains Wolves are a tough pack. Clear out some of them before taking on the Alpha so you don't get overwhelmed by a mass of flying fur and slavering jaws.

| The Music of the Night | |
|---|---|
| Quest Giver | Mourne |

Mourne tires of listening to the local wolves howling all night. Kill 15 Grey Wolves to quiet them down a bit. One on one, the Grey Wolves provide little challenge, but you often end up with two to four attacking you at once. Fully heal before each engagement in case you end up tackling more than you intended.

| To the Victor Go the Spoils | |
|---|---|
| Quest Giver | Cul Chieftain |

Cul Chieftain is concerned with a crate that the Vanir seem to be guarding very carefully. Locate the Vanir guarding the Crate and steal whatever is in it. The Vanir keep this crate away from their main camp, so don't bother fighting through all of them there, just go around the main camp to reach the crate. This doesn't mean that the crate is unguarded! There are three Vanir Warriors zealously doing their duty, so you are in for a tough fight

BEWARE AUDUN NIGHTSTALKER!
Audun Nightstalker, a dbl cut boss, patrols along here, so watch out for him while finishing your business in this area.

| Things Man Was Not Meant to Know | |
|---|---|
| Quest Giver | Cul Chieftain |
| Prerequisite | To the Victor Go the Spoils |

Cul is rightly concerned with the treasure he had you procure from the Vanir. The cursed hand of Klarkash-Ton needs to be placed somewhere safe. Cul asks you to place it under a Rock.

| The Chieftain's Vengeance | |
|---|---|
| Quest Giver | Cul Chieftain |

Cul means to do what he can to push the Vanir out of this territory. He sends you to Burn 3 Tents and Destroy 5 Vanir Supply Crates.

| The Chieftain's Command | |
|---|---|
| Quest Giver | Cul Chieftain |
| Prerequisite | The Chieftain's Vengeance |

Cul Chieftain can't spare any men, and he asks you to locate the Gaudic Mound for him. Watch out for the Vanir as you travel across the Fields.

| The Threat of the Vanir | |
|---|---|
| Quest Giver | Croag |

Croag knows there are more Vanir in the area and asks you to locate their camp to the southeast. Carefully approach the camp and you can complete this quest without shedding a drop of blood. Don't worry though, you have ample opportunity to satiate your bloodlust.

| Hunting the Vanir | |
|---|---|
| Quest Giver | Croag |
| Prerequisite | The Threat of the Vanir |

Now that he knows what they are facing, Croag asks you to thin out the Vanir numbers. Kill 15 of them to make this area a bit safer for the Cimmerians.

# Field of the Dead Lycanthropes

This Werewolf clan is more than happy to suck the marrow from your bones and it isn't even a full moon! These creatures have the same pack instincts as regular wolves so be prepared to fight more than one at a time. Once you defeat the Chief you gain access to the Cursed Amulet of Lycophos!

Level: 42-43

Level: 42-43

Level: 42-43

Level: 43 Boss

# The Conriochtna

Very little strikes fear into the hearts of the stout Cimmerians but the wolf men who haunt the Fields of the Dead are one such foe. The Cimmerians have no fear of battle and very little of dying, but the bite of the Conriochtna can change a man, warping him into the very enemy he faces and no Cimmerian wishes to live as anything but what he was born.

The Conriochtna are a fiendish pack, giving in wholly to their lupine tendencies. Try to engage only one or two of these monsters at a time and keep their teeth from your flesh.

Level: 48

Level: 43-44

Level: 44 Boss

The leader of his pack, Goremuzzle, holds his place by being meaner, tougher, and more cunning than the other werewolves under him. He is a staunch foe so don't underestimate his abilities.

## The Cure for Lycanthropy

| Quest Giver | Jocund |
|---|---|

With the recent infestation of Werewolves, lycanthropy is a serious health risk in these parts and Jocund is doing what she can to find a cure. She asks you to gather the necessary ingredients for a ritual that should help with the problem. She needs you to collect the Skull of an Alpha Wolf, the Cursed Amulet of Lycophos, two Ingots of Blue Silver, the Blood of Three Wolves, and four Clumps of Moss.

This quest takes you all over the area. The Alpha Wolf is near the Grey Wolves to the north. The Wolf's Blood is available here as well as you can get it from any Wolf in the area. The Ingots are near the Vanir camp where you burned the tents for The Chieftain's Vengeance. The Moss is found near the Vanir guarding the crate for the quest, To the Victor Go the Spoils. The most difficult item to get is the Cursed Amulet from the Werewolf Chief. Once you have all the components, return to Jocund.

## The Rescue of Isobail I

| Quest Giver | Tabbot Tall-Wood |
|---|---|

Tabbot asks you to search for Isobail among the western mounds. To do this you must visit each of the different clan mounds. Travel to Clan Tunog's Mound, Clan Maran's Mound, Clan Moragh's Mound, Clan Raeda's Mound, and Clan Dal Claidh's Mound. Your quest needs to update each time you near a mound so that you don't have to revisit any of these. Report back to Tabbot when you are finished searching.

## The Rescue of Isobail II

| Quest Giver | Tabbot Tall-Wood |
|---|---|
| Prerequisite | The Rescue of Isobail I |

Tabbot Tall-Wood hopes that the Cimmerian Outpost has news of Isobail. Locate the Outpost and speak to Diarmad there.

## The Wolves at Our Throats

| Quest Giver | Lachlan |
|---|---|

Lachlan asks you to kill 10 Dusk Wolves that are threatening the camp. They like to hunt in packs, so you must be careful to get only two or three at a time.

## The Wolf Dream

| Quest Giver | Marrock |
|---|---|

Marrock has been having strange, but vivid, dreams. He asks you to seek out the place he describes to verify if what he sees in his dream is real or just in his imagination. If you are careful, you can complete this quest without the need to deal with the Conriocht Werewolves in the area. Return to Marrock to confirm his suspicions.

| The Curse of the Werewolves | |
|---|---|
| Quest Giver | Marrock |
| Prerequisite | The Wolf Dream |

Marrock knows he can't escape his fate, but asks you to seek vengeance for him. Slay 15 Werewolves to give Marrock some sense of satisfaction. Beware the pack of four wandering Dusk Wolves near the Werewolves you need to kill. They tend to wander by at the most inopportune time.

| The Den of Wolves | |
|---|---|
| Quest Giver | Marrock |
| Prerequisite | The Curse of the Werewolves |
| Rewards | Wolfblight Kilt, Wolfcurb Kilt, Wolfwane Tasset, Wolfruin Tasset, or Wolfchaser Legguards |

Marrock's ire doesn't lie with the Werewolves alone, but with all lupine creatures. He asks you to kill 15 Wolves for him. He isn't picky about which ones either, but the younger ones don't count, only the full grown monsters. Watch for the wandering pack of four wolves that has a tendency to sneak up on you while killing others of their kind.

| Finding Safe Passage | |
|---|---|
| Quest Giver | Kiara |

Kiara needs someone to scout out Wolves Pass, and you look fit for the job! See what you can find out and report back to her with your findings.

| Through the Wolves Pass | |
|---|---|
| Quest Giver | Kiara |
| Prerequisite | Finding Safe Passage |
| Reward | Potent Bittersharp |

Kiara asks you to Locate the Fire Beacon Lookout and Obtain Bandages from Ceana to help with the wounded. Once you have them, return to Kiara.

| The Wolf Hunt | |
|---|---|
| Quest Giver | Ceana |
| Rewards | Ceana's Wolfguard or Ceana's Wolfward |

The wolves are becoming quite a problem! Ceana asks you to kill 15 Wolves in the area. Return to her when you are finished.

| Death to the Vanir | |
|---|---|
| Quest Giver | Bodhrann |

Bodhrann asks you to do him the favor of cleaning out some of the filthy Vanir in the area. Kill 30 of them and bring back proof of their deaths!

# THE ATZEL AND WHITE HAND

**Level: 48**

**Level: 48 Boss**

This bandit leader didn't get his position by being a pushover. When facing him, it is a good idea to bring a friend and to stock up on potions in case you need that little bit of extra help.

**Level: 48-49**

This well-organized group has proved troublesome for the Cimmerians in the Fire Beacon Lookout post. The Rangers use their bows to hit you from afar as the Thugs get up close and personal for a fight.

**Level: 49**

Level: 49

Level: 50

Level: 49, 50

**Level 49 Minion**

These large, grey-skinned, slow witted warriors provide some of the muscle to their allies, the White Hand. What they lack in intelligence, they make up for in size.

| The Torches of Lacheish | |
|---|---|
| Quest Giver | Diarmad |

Diarmad asks you to light the 7 Lacheish Torches. There are a few Atzel Thugs and Rangers patrolling this area, but it is possible to avoid them if you prefer not to fight.

| The Ymirish Bearlock | |
|---|---|
| Quest Giver | Bodhrann |
| Prerequisite | Death to the Vanir |

Killing the Vanir was useful, but to really make a difference you must kill one of their leaders. Bodhrann asks you to take out Bearlock, the Ymirish leading this group of Vanir. This is a group quest.

| Lieutenant Rohr | |
|---|---|
| Quest Giver | Bodhrann |
| Prerequisite | The Ymirish Bearlock |

After taking out Bearlock, Bodhrann asks you to continue crippling the invaders by eliminating more of their leaders. Look for Rohr at the top of the Ancient Ruins. This is a group quest.

| Lieutenant Haken, Karras, and Vorr | |
|---|---|
| Quest Giver | Bodhrann |
| Prerequisite | Lieutenant Rohr |

Taking out Bearlock and Rohr severely hampered the Vanir advance. To further set them back, Bodhrann asks you to eliminate three more of the opposition's leaders: Haken, Karras, and Vorr. This is a group quest.

| Orders from Kylikki | |
|---|---|
| Quest Giver | Letter to Hakon Wolftamer |

You pick up a letter from the Crazed Vanir in the camp, which gives you this quest to kill Hakon Wolftamer. Like his name suggests, Hakon is accompanied by two wolves, as well as Vanir Minions. Take out his wolves first so that you can concentrate on fighting Hakon alone. Once you have slain him, retrieve the Battle Plan Fragment and speak to Cul Chieftain.

| The Second Fragment | |
|---|---|
| Quest Giver | Cul Chieftain |
| Prerequisite | Orders from Kylikki |

Cul Chieftain asks you to retrieve the fragmented battle plans from high ranking Vanir. The second battle plan fragment is held by Thorain Redfang. Thorain is surrounded by many Vanir, so clear them before engaging him.

| The Third Fragment | |
|---|---|
| Quest Giver | Cul Chieftain |
| Prerequisite | The Second Fragment |

Audun Nightstalker holds the third fragment of the battle plan. He is stealthy and you may walk right into him before you notice his presence. Be ready for battle before setting out to find him. Once you engage him, he sends two minions out to fight you as well.

| The Fourth Fragment | |
|---|---|
| Quest Giver | Cul Chieftain |
| Prerequisite | The Third Fragment |

Cul is beginning to make sense of the battle plan, but needs the fourth and final fragment. Defeat Brand Hellhammer to retrieve this final piece.

| The Warning | |
|---|---|
| Quest Giver | Cul Chieftain |
| Prerequisite | The Fourth Fragment |
| Rewards | Kiara's Gratitude or Diarmad's Respect |

Now that you have recovered the complete battle plan, Cul can see that it is not too late to rally a defense against these invaders! Speak to both Kiara and Diarmad to warn them of the impending Vanir attack.

| Allies of the White Hand | |
|---|---|
| Quest Giver | Eacharn |

Eacharn asks you to scout the Atzel's Bandit camp and collect 5 Crates there. Their camp is heavily populated so be careful when choosing your battles or you may find yourself with more bandits than you can handle!

| The Bearer of Ill Tidings | |
|---|---|
| Quest Giver | Eacharn |
| Prerequisite | Allies of the White Hand |

Eacharn suspects a connection between the White Hand and the invading Vanir. The proof you are looking for is in a Strongbox located inside the Vanir camp, next to a tent near the large horn. It is well guarded, so be ready for a fight!

| The Tale of the White Hand | |
|---|---|
| Quest Giver | Eacharn |
| Prerequisite | The Bearer of Ill Tidings |
| Rewards | Grimsender Battleaxe, Bleakenvoy Mallet, or Illbearer's Dagger |

Eacharn tries to take credit for your hard work in proving the connection. Talk to Diarmad and let him know your part in the tale. His clan isn't too happy when you don't let Eacharn take the credit. At least you get a nice weapon out of it, though!

| Eacharn's Favor | |
|---|---|
| Quest Giver | Eacharn |
| Prerequisite | The Tale of the White Hand |

To make amends with Eacharn, you offer to retrieve a treasure stolen from his clan by the Atzel Bandits. The Atzel camp is on a hill, and to get to the treasure you need to fight to the top. The treasure itself is behind a handful of Atzel Marauders and Brigand Philipus, so be ready for a tough fight.

| Greater Prey | |
|---|---|
| Quest Giver | Ceana |
| Rewards | Shadowpaw Armbands, Wolfweird Armbands, Kinsavage Armbands, Soulsavage Armbands, Wildwatcher Torc, Wilseferal Torc, Bloodsavage Torc, or Bloodsoul Torc. |

Ceana asks you to kill 8 Werewolves who have been blocking the path. They are found on a fairly small stretch of road. Be prepared to fight two or three at once.

### LYCANTHROPY

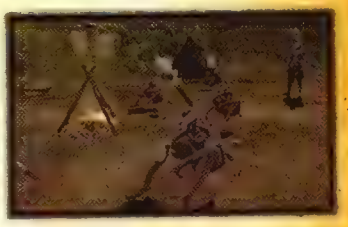
The Werewolves can infect you with Lycanthropy which is a rather serious debuff. If you become infected, you may want to wait until it goes away before tackling any serious battles.

| The Lost Scouts | |
|---|---|
| Quest Giver | Diarmad |

Diarmad is concerned for his missing scouts. Search for them near the White Hand Camp and report your findings to him.

| Captives of the White Hand | |
|---|---|
| Quest Giver | Diarmad |
| Prerequisite | The Lost Scouts |
| Reward | Captive's Ring or Bondsman's Ring |

Diarmad sends you to free the missing scouts! Infiltrate the White Hand camp and release these unfortunate Cimmerians.



| Into the Dark Woods | |
|---|---|
| Quest Giver | Lachlan |
| Reward | Woodwarden's Cloak |

Lachlan sends you out to collect the scattered human remains. Collect 10 Human Remains and return them to Lachlan. The task seems like an easy one, but you must fight through several Werewolves before dealing with the Undead near the remains.

# THE HAUNTED FOREST

Not all of the dead in the Fields rest peacefully. The recent Vanir incursion has disturbed some of the honored dead that were laid to rest here, Once woken, the undead cannot tell friend from foe and attack you just as easily as the Vanir who were their foes in life.

Level: 48

Level: 50

Level: 50

Level: 49

# CHIEFTAIN SPECTRES

In life, these Chieftains were some of the wisest, fiercest, most respected leaders in all of Cimmeria. Now, they have risen from their places of rest to once again battle their hated foes, the Vanir. Being dead has unfortunately dulled their senses and they attack not only their hereditary foes, but anyone they come across. These brave chieftains deserve better than this! By defeating each one you obtain their amulets. Bury them at the Clan Totems to keep each from rising again.

Level: 49 Boss

Level: 48 Boss

Level: 49 Boss

Level: 49 Boss

Level: 49 Boss

Level: 49 Boss

Level: 49 Boss

Level: 49 Boss

Level: 50 Boss

Level: 50 Boss

Level: 50 Boss

Level: 50 Boss

Level: 50 Boss

| A Curious Encounter | |
|---|---|
| Quest Giver | Radi |

Radi asks you to speak to the Spirit of Leannan. Getting to Radi can be difficult, as you must fight through a horde of werewolves and the occasional wraith. If you're not careful, you can find yourself with three to five foes at once, and there are quite a few Boss enemies nearby as well. Carefully watch where you tread.

| Residents of the Haunted Forest | |
|---|---|
| Quest Giver | Spirit of Leannan |

Leannan asks you to seek out the Haunted Forest and find the Clan Taur Burial Mounds. Return to her once you have located the site.

| Death to the Undead | |
|---|---|
| Quest Giver | Spirit of Leannan |
| Prerequisite | Residents of the Haunted Forest |

Leannan asks you to destroy 15 Undead and 15 Werewolves in the Haunted Forest. The Conriochtna are fairly easy to reach, but to find a good amount of Undead, venture through the Werewolves to reach an area heavily populated with Undead.

| The Honored Dead of Cimmeria | |
|---|---|
| Quest Giver | Spirit of Leannan |
| Prerequisite | Death to the Undead |
| Rewards | Blacksorrow, Talion, Remorse, Misery, Solace, Soulthief, Serenity, Ghostflight |

Leannan sends you to retrieve the amulets of 13 of Cimmeria's most honored chieftains. This is a group quest.

This is one of the most challenging quests in Field of the Dead. Not only must you battle thirteen of Cimmeria's fiercest chieftains, you must fight through hordes of lesser undead to reach them.

# STYGIA

## KHEMI

In eternal Stygia, the serpent god, Set, reigns supreme and the priests hold much of the power in the ancient capital of Khemi. Other gods are not tolerated here, and smart citizens and travelers mind their tongues when in public lest they be given the opportunity to prove their devotion to Set. Knowledge is power and though much of Hyboria shuns the darker mystical arts, they are respected and even celebrated here.

Many Stygians disdain contact with foreigners, yet they have no problem with the money brought in by this busy trade. Many of the citizens, merchants, and even priests are happy to hire you, Stygian or not, to do their grunt work. If you can put up with their attitudes, you can earn some nice coin by performing tasks for them.

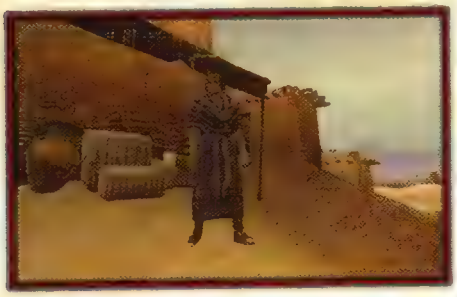
Khemi

1 Captain Mager (Transport to Khopshef Province)
2 Shuhotep
3 Bebkatum
4 Zahera (Trainer)
5 Corpse with Sealed Letter
6 Ledemus
Neptash (Master Armor Merchant)
7 Purple Carp
Alekeep Bateikum
Akila (Food and Drink Merchant)
8 Permedies (Master Weapon Merchant)
Nathifa (Master Potion Merchant)
9 Traders
10 Semerkhem
11 Odion (Master Food and Drink Merchant)
12 Sharak
13 Tortage Smuggler
14 Osithma
15 Rahotep
16 Resurrection Point
17 Sinmophytys
18 Tum
19 Serpent's Head Inn
Innkeeper Gezzet
Amsi
Aello
Rap'Sheset
Mekh-At Anun
Ket Et Anuk
Commander Ramatarsi
20 Kesi
Adofo
Abasir
21 Arses
22 Khin-Betala (Stable Master)
23 Musim (Grand Armors)
Nektopah (Fine Armors)
24 Umman (Fine Weapons)
Imhatun (Grand Weapons)
25 Issa
26 Zefat the Animal Merchant
27 Kalbera (Grand Potions)
Beltopet (Fine Potions)
28 Tali
29 Mayur the Meat Merchant
30 Kaluma the Wine Merchant
31 Tetkafri
32 Captain Ptah (Transport to Old Tarantia)
33 Samera
34 Menupet
35 Ili (Wayfarer of Asura)
36 Cayo (General Goods)
37 Zabila (Fine Food and Drinks)
Odikles (Grand Food and Drinks)

## Traveling Home

| | |
|---|---|
| Quest Giver | Kalanthes |
| Prerequisite | Stygian, End Battle |

You learned a great deal while working with the Resistance in Tortage, but you have much still left to learn. Speak with Sharak to try to remember your past.



### DESTINY QUESTS

Even with left Tortage behind, you still have many unanswered questions concerning your past, and ultimately, your destiny. If you are Stygian, Sharak is the man to see. Cimmerians and Aquilonians have other contacts in their respective hometowns.

## Blood and Sweat

| | |
|---|---|
| Quest Giver | Sharak |
| Prerequisite | Stygian, Traveling Home |

You must gain strength and skill before Sharak can help you further recover your memory and lost arts. Return to him once you have reached level 30.

## The Satiated Serpent

| | |
|---|---|
| Quest Giver | Osithma |

Osithma is worried about his friend, Khakhtes, who hasn't been seen lately. Speak with Semerkhem down by the docks to see if he knows anything. He sends you to Issa, in the Souk, who recommends you speak to Tetkatri, a priest of Set. He sends you to speak to the Stygian Guard on one of the small islands near the beach. Return to Osithma with your findings.

## Caged Animals

| | |
|---|---|
| Quest Giver | Rahotep |

Rahotep is stuck watching these animals at the dock because Aello, the merchant who ordered, them hasn't arrived to pick them up. Speak with Aello in the Serpent's Head Inn and return to Rahotep with his message. Rahotep then sends you to speak with Issa, who you can find in the Souk. She refers you to Ledemus, outside of the Purple Carp tavern. Return to Rahotep with the signed contract.

### THE SOUK

The Souk is Khemi's outdoor marketplace. It holds vendors for just about everything, from weapons and armor to consumables. There is even a Trader here. A few merchants could use some hired help, so talk to everyone.

## Trouble in the Province

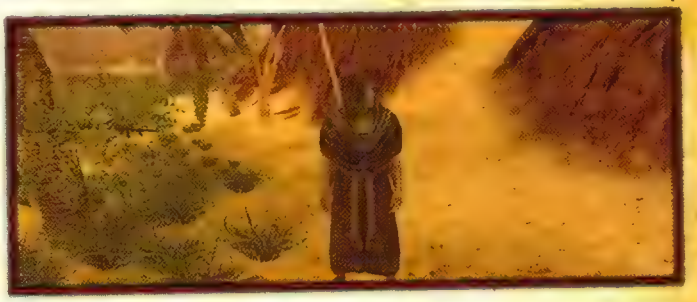
| | |
|---|---|
| Quest Giver | Semerkhen |

Semerkhen has been hearing rumors that there is trouble in Khopshef Province. Speak with Captain Mager to arrange passage there. Speak with Mutya once you arrive, then return to Semerkhen with the information you learn from Mutya.

## The Honest Man

| | |
|---|---|
| Quest Giver | Tali |
| Prerequisite | The Shadow Brotherhood |
| Reward | Neophyte's Staff |

Tali has a vengeful task for you. Travel to Khopshef Province and kill the Man in Black and rip out his tongue for Tali and bring it to her. Look for him near the outskirts of Bubshur.



### TRAVELING

As a major seaport, Khemi offers transport to Old Tarantia in Aquilonia. Speak with Captain Ptah to journey to Old Tarantia.

# Khemi Beasts

**Level: 20-22**

These rapacious reptiles are a danger to any travelers who dare the riverbank. By clearing out some of them you are not only doing a favor for the Meat Merchant, but also for the residents of Bubshur.

**Level: 25**

These massive herbivores roam not too far from Bubshur and they are protective of their territory. They might not match the nearby lions for sheer ferocity, but they are far from defenseless.

## Something of a Delicacy

| | |
|---|---|
| Quest Giver | Mayur the Meat Merchant |
| Reward | Candied Sea Slug |

The Meat Merchant in Khemi is having difficulty keeping enough of his special delicacies in stock. Travel to Khopshef Province and hunt the crocodiles there. Return to him with 10 of their tails.

## Something of a Delicacy

| | |
|---|---|
| Quest Giver | Atun the Meat Merchant |
| Reward | Candied Sea Slug |

The Meat Merchant in Khemi is having difficulty keeping enough of his special delicacies in stock. Travel to Khopshef Province and hunt the crocodiles there. Return to him with 10 of their tails.

## Spiced Wine

| | |
|---|---|
| Quest Giver | Kaluma the Wine Merchant |
| Reward | Mouldered Mindbloom |

Kalutma has an extra special ingredient in his famous spiced wine. He hires you to travel to Khopshef Province and harvest 3 Rhino Horns. There is only one problem—the rhinos are attached to them. These beasts put up quite a fight and have a big knockback ability.

## Nobles of Tarantia

| | |
|---|---|
| Quest Giver | Kalutma the Wine Merchant |
| Prerequisite | Spiced Wine |

The Wine Merchant has a Crate of Wine he needs delivered to a customer in the Noble District of Old Tarantia and he is willing to pay you to do the job. Speak to Captain Ptah to take the boat to Old Tarantia and deliver the Wine to a man named Catus.

## The Sands of Time

| | |
|---|---|
| Quest Giver | Sinmophtys |

Sinmophtys, a strange man you encountered on the beach, has asked you to deliver what looks like an empty jar to Phocas, a glass blower in Old Tarantia. Speak with Captain Ptah to arrange transport there.

## The Venomous South

| | |
|---|---|
| Quest Giver | Ptah |
| Rewards | Va'esh and Va'esh Quiver |

Talk to the Mantis man, Cthhraki. He is found not too far from the Caravanserai.

## The Laughing Man

| | |
|---|---|
| Quest Giver | Bebkatum |

Bebkatum's children were struck with a terrible curse by the proprietor of a traveling animal show, The Laughing Man. Travel to Conarch Village in Cimmeria to confront the Laughing Man and lift the curse on these children. Once you have spoken with the Laughing Man, Use the dog cage to free the children from the curse.

## A Hot Day

| | |
|---|---|
| Quest Giver | Rahotep |
| Prerequisite | Caged Animals |

Working at the docks is hot and thirsty work, especially in Khemi. Rahotep asks you to go to the Purple Carp tavern and fetch a Cask of Ale for him.

## The Sigil of Set

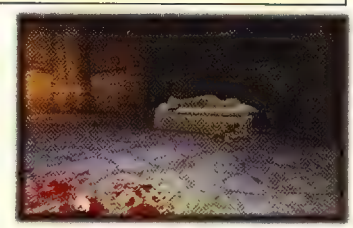
| | |
|---|---|
| Quest Giver | Sealed Letter Found on Corpse |

In an alley to the right of Ledemus and the entrance to the Purple Carp, lies a corpse tightly clutching a missive in its hand. This Sealed Letter is marked with the mark of Set and must be important. Take it to Tetkafri, a Priest of Set.

## The Raided Tomb

| | |
|---|---|
| Quest Giver | Tetkafri |
| Reward | Tetkafri's Ankh |

Tetkafri asks you to investigate the disappearance of a Sarcophagus from beneath the temple in Khemi. Speak to Issa to see if she has shipped any unusual cargo lately and return to Tetkafri with the information. He sends you to Old Tarantia. Once there, speak with Cargomaster Laberius who saw the cargo being unloaded into the Outflow Tunnels.



Enter the Outflow Tunnels near the docks. Fight through Dark Hand thugs, snakes and feral crocodiles to reach the stolen sarcophagus. Let Cargomaster Laberius know what you found.

When you find the sarcophagus, Use the diary found near it. This leads you to another quest, The Woman Who Never Died, for Old Tarantia.

## Settling for Half

| | |
|---|---|
| Quest Giver | Samera |

Long ago, Samera married a shipwrecked Cimmerian sailor, who left a wife behind in Cimmerian. Now that he has died, she asks you to travel to the Lacheish Plains and search for his first wife, Mella. Once you find her, give her the canopic urn that Samera has prepared.

## The Flow of Information

| | |
|---|---|
| Quest Giver | Menupet |

Menupet deals in information and she hires you to make an important delivery for her. Travel to Potain and seek out Obenathis there. To reach Potain, take the boat to Old Tarantia and follow the road through the south gate of the city.

## Message From Khemi

| | |
|---|---|
| Quest Giver | Shuhotep |

Shuhotep asks you to deliver a message to Mekhtet, the Set priest in Nakaset Village in the Purple Lotus Swamp regarding a meddling Priest of Mitra.

# KHOPSHEF PROVINCE

Khopshef Province

1 Bubshur
2 Pashtun
Semira
3 Caravanserai
Alekeep
Shadure
Zahir
Caravan Master Tamin
Bakr
Captain Nut
Suqada
Cock Handler
Tailor
Tapi (Weapon Merchant)
Hopi (Armor Merchant)
Nektep (Potion Merchant)
Anok (Food and Drink Merchant)
4 Black Temple
5 The Great Pyramid
6 Entrance to Purple Lotus Swamp
7 Old Man Naboth
8 Dying Bandit
9 Lisimba
10 Mencar the Apprentice
11 Cthhrakl
12 Resurrection Points
13 Virilus's Letter
14 Resurrection Point

After visiting Khemi's crowded winding streets, Khopshef Province at first seems like a welcome change. The province is rich in trade, hosting its own Caravanserai where traders from all over come to sell their wares. A great river winds lazily past Bubshur, the main settlement, and past the once bustling town of Pashtun. The sands are dotted with lush oases and stunning rock formations sure to catch the attention of visitors.

Looks are often deceiving, however, and existence in Khopshef is not as idyllic as it at first seems. A slave rebellion has caused shortages in the salt supply on which much of the trade depends. Desperate bands of bandits make their home throughout the desert, and travelers must be careful. Pashtun, once a small thriving town, is now home to a host of Undead who shuffle through the streets where once the followers of Derketo gave pleasure to pilgrims in service to their god. Even Bubshur is troubled in these times. A darkness touches the minds of all who live there, troubling their sleep and whispering madness.

Stygian resources are stretched thin in the Province, and there is much work to be found for a willing adventurer. Nowhere in Khopshef is truly safe, but if you have a keen eye and even keener steel, your services are much in demand.

Bubshur

1 Hethlon
2 Kayires
3 Sadeh
4 Traveling Merchant and Entourage
5 City Guard
6 Chicken Handler
7 Lieutenant Rami
Rami's Stygian Soldiers
8 Bubshur House Entrance
9 Betames
10 Pharsia (Wayfarer of Asura)
11 Alekeep
12 Nivenah
13 Gua
Metselah (Food and Drink Merchant)
14 Haji (Armor Merchant)
Djoser (Weapon Merchant)
15 Derketo Converts
16 Shapatria
17 Anata
18 Captain Menes
City Guards
19 Azusena
20 Boat Captain Amyr (Transport to Khemi)

# KHOSHEF PROVINCE ENEMIES

**Level: 20, 21**

These great cats are wreaking havoc with the caravan routes. When thinning out their pride, or just traveling in the area, be wary of their razor sharp claws and tendency to travel together.

**Level: 20, 21 Minions**

**Level: 21 Boss**

This ferocious feline is definitely master of all he surveys. He is much tougher than the rest of the pride so engage him in battle only if you are ready for a fierce fight.

## Securing the Caravan Route

| Quest Giver | Gua |
|---|---|
| Rewards | Lionhunter Tunic, Lionhunter Cap, and Lionhunter Leggings |

The Lions have been, literally, taking a bite out of the local trade. Thin their population by killing 10 Lions. While you are at it, collect 4 Male Lion Heads to give to Gua as trophies. The Lions are found east along the caravan route. Be careful as some of them wander in pairs.

## Trapped by Lions

| Quest Giver | Lisimba |
|---|---|
| Rewards | Lisimba's Necklace |

On his way home from the Caravanserai, Lisimba has been trapped by lions! Escort Lisimba safely back home. He walks slowly, so be ready to battle lions and anything else the desert throws at you on the way back to Bubshur. If you fail the quests, return to where you first found Lisimba to pick it up again.

## Hethlon's Vanished Wife

| Quest Giver | Hethlon |
|---|---|
| Reward | Hethlon's Shiv |

Hethlon's wife was taken by one of the great crocodiles along the riverbank to the northeast. The coward did nothing to save her and ran away to save his own hide. Now, he fears she will haunt him for all his days. Hunt crocodiles until you find the one containing her mostly undigested corpse and return it to Hethlon for proper burial.

## The Terror Beneath Bubshur

| Quest Giver | Betames |
|---|---|
| Rewards | Chillsense Ring or Chillheart Ring |

Betames speaks of a horror that resides deep underneath the town of Bubshur. Though his speech may sound like little more than the ravings of a madman, he speaks the truth. Enter the House of the Dead and kill the Lurker in the Dark deep within. Pick up Fear of the Demon and Pools of Darkness before embarking on this quest as you can complete all three at the same time.

## Fear of the Demon

| Quest Giver | Lieutenant Rami |
|---|---|
| Rewards | Lieutenant's Shortbow and Lieutenant's Quiver |

The Lieutenant can't get his men to enter the cursed house; the few who have tried have not returned. Go in and investigate the house. Slay 13 Undead to show them it can be done! Pick up The Terror Beneath Bubshur and Pools of Darkness also.

## Pools of Darkness

| Quest Giver | Kayires |
|---|---|
| Reward | Whorled Matricaria |

Search the Tombs for Scrolls and Recover the Vial of Black Liquid. Both items are found inside the House of the Dead in Bubshur. It is a good idea to pick up both The Terror Beneath Bubshur and Fear of the Demon so you can complete them all at once.

# HOUSE OF THE DEAD

I was standing watch, mainly eyeing the followers of Derketo traveling with a passing caravan, when a local man, Betames, came to the Lieutenant talking all kinds of crazy. Darkness, doom, ancient horrors and walking dead and the like, the usual crazy fare. He kept pointing wildly to the house down the street, raving and going on and on. Now, I've seen quite a few things in my time, but I doubt anything quite that dire is happening here in lazy little Bubshur. Me and the other guard on duty snickered at the old guy, but the Lieutenant gave us a look and we shut up real quick. He tried to calm this Betames down, partially succeeding, and the old man wandered off, still muttering to himself.

Now, Lieutenant Rami is usually a no-nonsense type of commander so I was surprised when he ordered me to grab a couple of the new recruits and go check it out. I didn't really mind though and the order came just in time. I could see the Chicken Handler coming around the corner like he does everyday, screaming at us about getting more security for his chickens. I mean, who would want to steal a chicken, unless maybe they were hungry that is.

The door to the house is barred from the inside, which is strange, but no one answers our insistent knocking so we break it open. It's a pretty nice house but maybe the trader that owned it locked his door and died in his sleep or something. When we walk through the door, the smell hits us and I think that must have been what happened. I've traveled all around Hyboria in my time. I've seen plenty and I've been to my share of battlefields. Nothing smells quite like death and this house reeks of it. One of the recruits is already busy in the corner, introducing his breakfast to his boots, but the other just looks slightly pale. I smile; there's hope for him yet. Well, there's nothing else to do but see what we find.

There are no lamps lit in the house that I can see so I step back out and grab a couple of torches from one of the men waiting outside before he takes off with the caravan. I take a big breath of fresh air and step back in, the broken door swinging shut behind me. The useless recruit is still retching. Leaving him there, I hand one of the torches to the second man and head towards the interior of the house.

The old man's story must have been starting to get to me, because when the two of us rounded a corner I thought I saw movement out of the corner of my eye. I readied my short sword, not caring if I put the recruit on edge. I'd learned that it is always better to have it out and not need it than the other way around. At first the house seemed eerily quiet, but now I could tell that wasn't really true. I could hear movement coming from somewhere, maybe a household pet locked in here when the owner died. The light of the torches seemed to extend no farther than the span of my arm, almost as if the miasma soaked up the light. If there were some other means of getting in and out this place it would make the perfect hideaway for bandits too. I nodded to the recruit who was practically standing on top of me to head to the right and check out one of the rooms while I headed to the left. He paled a little more, but went off the way I indicated. I set off close to the wall trying to find the extent of the room to see if there were another entryway somewhere.

After a few minutes of fumbling around in the almost dark, I heard a scream from behind me. I immediately rushed in the direction I had sent the recruit, thinking that there must be bandits after all. His torch had fallen to the ground but what it illuminated stopped me where I stood. He lay on the ground, flailing wildly, trying to dig his fingernails into the floor. His lower half had disappeared through a large crack at the base of the wall.

Hands, pale, elongated, powerful hands had a hold of him and were pulling him through the wall. I couldn't clearly see what grabbed him but there was pure terror in his eyes. I grabbed his forearms and pulled with all my strength and he wasn't pulled any further in but he screamed, his eyes rolling wildly in their sockets as his own hands clutched spasmodically at my forearms. I braced my feet against the wall and pulled as he howled. Finally I felt something give and I gave one final push with the last of my strength and I felt him come toward me and his screams stopped. I had finally pulled him free.

Part of him anyway. Something had cut, no, torn, *chewed*, clean through him. His eyes ceased moving and as blood stained spit burbled on his lips I let go of his arms and got to my feet and backed away. Everything below his waist was gone through the hole in the wall and I could hear sounds, crunching sucking sounds.

Definitely not bandits then.

Knowing I could do no more for him, I grabbed my torch and sword and started to run back toward the entrance as fast as I could. I opened my mouth to call a warning to the man I had left at the door and it died in my throat as I rounded the corner. A trio of pale white sickly things surrounded the man. One, with dark greasy hair clumped around its skull, clamped its hand over his mouth from behind while the others gouged their sharp nails into his skin, up underneath the breastplate and were pulling long strings of entrails out while he writhed, held upright by the one in back. His eyes met mine, pleading. The new sewage smell mixed with the ancient fetid decay that was everywhere and for a moment I couldn't take a breath and the world spun wildly. Then the *things* saw me. Turning as one, they left the man drop onto the pile of his own innards with a sickening pulpy sound.

In the torchlight I could see their filmy eyes lock on me and they blocked the exit. Mad with rage and fear I ran at them, burying my sword to the hilt in the chest of one. He looked at it as I might look at a troublesome insect and I swear that his hideous caricature of a face tried to smile, though it was hard to tell with half the jaw missing. My only hope was to find another exit. I turned and ran, afraid with each step that my torch would show me fresh horrors.

I can hear them behind me now, moving swiftly, gibbering in a language only they understand. Soon I will have nowhere left to run and I do not think I could hide from creatures such as these. The torch is beginning to sputter and I curse Set, Derketo, and every other god I've ever run into in a lifetime of fighting. The only weapon I have left is my rather small belt knife but I pull it out anyway, knowing it won't be enough. I can hear the wet slap of their footsteps hard on the stone floor, closer now.

I back slowly away, blade at the ready until I feel something at my back and I have a moment to tell myself that the cold clammy feeling between my shoulder blades is only fear before pale sinewy arms encircle me as the torch clatters to the ground, leaving me in darkness.

# IN BUBSHUR HOUSE OF THE DEAD

This area has been settled for a long time and many of the houses in Bubshur are built upon ancient tombs. Once such dwelling is now home to an eldritch horror, once worshipped by the people here. Long since forgotten, it now haunts the dreams of the populace bringing terror to this small desert village.

**Level: 23**

The Undead are never a welcome sight, and none less so than the Broken Ones who wander this blighted house.

**Level: 23**

Even the dead have their carrion eaters. These dogs may be dead but they are still searching for a bone to gnaw on, and they don't mind if it happens to still be attached to you!

**Level: 23**

The dead should stay at rest, but these refuse to truly die! Instead, they wander what was once a richly appointed home, attacking any of the living foolish enough to enter.

**Level: 23 Bosses**

These four shambling undead were once citizens of Bubshur residing in this house. Touched by the Lurker's power, they now wander mindlessly through their own halls and the only thought that remains to them is to protect their property and kill anyone who doesn't belong. Watch out for their knockback attack.

**Level: 23**

Similar to the Restless Dead, these disease-ridden corpses put up a tough fight and would happily feed you to their Deathdogs.

**Level: 23 Boss**

This eldritch horror was once worshipped as a god by a mostly forgotten people who once made Bubshur their home. He packs quite a punch so be ready for a tough fight and have your potions ready. He also calls forth 3 Lurker Shadows to join the battle. These smaller versions of the Lurker are not as powerful as he is but they still contribute significantly to the fight.

| Pinch of Salt | |
|---|---|
| Quest Giver | Sadeh |
| Rewards | Banditslayer Cap, Spysight Hood, or Samgoma Jerkin |

Sadeh says Bandits have stolen her salt and spices! Collect her Salt and Spices and also the Valuables lost by other merchants and return to Sadeh. Look for the missing goods at the nearest Red Ruin Bandit camp to the northeast. The Salt and Spices are near the entrance to the camp, while the Valuables are further back in the rocks.

| The Captain's Warning | |
|---|---|
| Quest Giver | Captain Menes |
| Rewards | Hekneb Dunetrack Cap, Hesh'khen Loincloth, or Kukfermes Enforcer Mail |

Captain Menes has a bandit problem and he is willing to reward you for helping him out. Kill 10 of the Red Ruin Bandits who are camped northeast of Bubshur and return to him to collect your reward.

# The Red Ruin Bandits

This group of desperate thieves steals anything not nailed down. They come in a few varieties so be ready for anything they can throw at you.

**Level 24 Boss**

Jahi is one of the bandits who murdered Azusena's love. Search for him in one of the River Raider camps.

**Level: 21 Boss**

Akil-Atsu is the brain behinds the Red Ruin Bandits. He's in a small room behind the bandits' outdoor camp. Take him out to cripple the organization.

**Level 23 Boss**

Like the other four bandits, Kamzu must give up his head to assuage Azusena's anger. He is hiding out among the River Raider bandits.

**Level: 21**

This bandit is never far from Akil-Atsu. Remove him to clear the path to the bandit boss.

**Level: 20**

**Level 21 Boss**

Though he is hiding out with the rest of the Red Ruin Bandits, Abasi is a much more difficult foe than his thieving brothers.

**Level: 20**

**Level 24 Boss**

One of the four thieves Azusena asks you to kill. He is by the River Raider Bandits.

**Level: 20**

# PASHTUN UNDEAD

The Undead that stalk Pashtun are vicious and quick. Being undead, they aren't really worried about the pain you inflict. The only way to cleanse a path through the city is by ruining their corpses so badly that not even the horrid magic that animates them can hold them together.

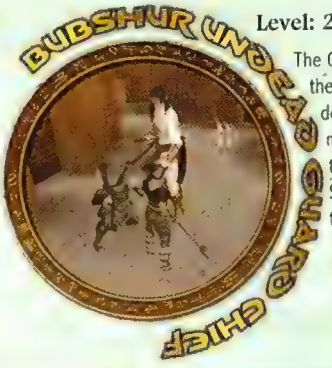
Level: 28

Sektep, whose powers of necromancy have grown so much that he himself is now a lich, is behind the undead rising on Pashtun. Kill him to cleanse the temple of Derketo and help bring an end to the trouble in this town. He is flanked by two Pashtun Undead Axemen, so be ready to fight all three when you move to engage the lich.

Level: 27

Level: 27

Level: 27




Level: 28 Boss

The Guard Chief is larger than the rest of the Undead found in Pashtun, and a great deal more vicious. Watch out for the dark magic he casts and for his two flunkies that try to defend him. He has the Soldier's Journal you need to complete the quest, Where Dead Men Wander.

| Where Dead Men Wander | |
|---|---|
| Quest Giver | Captain Menes |
| Rewards | Whorled Matricaria or Klamath Wine |

Captain Menes is concerned for the fate of some of his men he sent to investigate events on Pashtun. Talk to Semira on Pashtun. She tells you that Menes' doomed forces foolishly rushed headlong into the city. Enter the city and face the Bubshur Undead Guard Chief and get the Soldier's Journal. The Chief is usually flanked by two other Pashtun undead, so be ready for a tough fight.

### BEWARE ALL CORPSES

In Pashtun it is usually the walking corpses that give you problems, but sometimes even the undead can be devious. Watch out for corpses lying on the ground apparently lifeless. They can sometimes rise up and give you a battle for which you aren't ready.

| Eye for an Eye | |
|---|---|
| Quest Giver | Captain Menes |
| Rewards | Menes' Word or Menes' Will |

The warning to the bandits backfired and they launched an attack on Bubshur. Seek out their leader, Akil-Atsu, and bring back his Head to Captain Menes. Look for Akil-Atsu inside the Red Ruin Camp. His guards watch the entrance, but after clearing them you face him alone.

| A Bright Idea | |
|---|---|
| Quest Giver | Captain Menes |
| Prerequisite | Eye for an Eye |

Captain Menes asks you to deliver a letter to Captain Nut who is stationed in the Caravanserai.

| Azusena's Revenge | |
|---|---|
| Quest Giver | Azusena |
| Prerequisite | The Captain's Warning |
| Rewards | Nakuum, Nggoth, or Ytoth |

Azusena's lover was betrayed and murdered by a group of bandits and she seeks revenge! Get the heads of the bandits Jahi, Chigaru, Kamuzu, and Abasi. Search the bandit camps to the northeast to find each. Abasi is in the Red Ruin bandit camp, the other three are each in separate River Raider camps.

## The River Pirates

| | |
|---|---|
| Quest Giver | Nivenah |
| Reward | Sagewine |

Nivenah's treasure was stolen by his mutinous crew after his ship sank. The crew has now turned bandit. Search for them to the southeast, near the Oasis and get the River Pirates' Bounty. If you are careful, it's possible to grab the crate without dealing with the surrounding bandits.

## Ending the Threat

| | |
|---|---|
| Quest Giver | Semira |
| Prerequisite | Where Dead Men Wander |
| Rewards | Soul of Pashtun or Heart of Pashtun |

Enter Pashtun and head to the temple of Derketo. Once there defeat the lich, Sektep, and bring his head to Semira. He is surrounded by his undead followers, so be ready to battle to even reach him.

## Derketo's Call

| | |
|---|---|
| Quest Giver | Shapatria |
| Prerequisite | Ending the Threat |

Shapatria urges you to heed the Oracle of Derketo, promising dire consequences to those who do not. Speak with Semira in Pashtun to learn the truth of this matter.

## The Forgotten Temple

| | |
|---|---|
| Quest Giver | Semira |

Long ago, the Oasis was home to a great temple of Ibis. Cursed by a gift from Set, the temple eventually sank beneath the waters of the Oasis. Though the temple is long since gone, something remains which is causing the nearby creatures to grow at an alarming rate. Investigate the Oasis and destroy the statue of Set found there. Return to Semira when you are finished.

## Unrequited Love

| | |
|---|---|
| Virilus' Letter | |

Northwest of the Caravanserai is a corpse clutching a letter. Kill the Succubus guarding him and take the letter. Deliver it to Adeonus in Tesso to collect your reward.

## Yipping Hyenas

| | |
|---|---|
| Quest Giver | Caravan Master Tamin |
| Rewards | Kha'ta Leather Jerkin, Hemru Chainmail Cap, or Dunestalker Loincloth |

Caravan Master Tamin wants you to silence these mangy beasts once and for all. She asks that you collect 9 Spotted Hyena Tongues as they are the loudest of the mongrels. There are several types of Hyenas, so look for the Spotted ones to the southwest.

## Desert Raiders

| | |
|---|---|
| Quest Giver | Zahir |

Zahir has asked you to rid the area of a bandit group that has been plaguing the merchants. Get 6 Stolen Caravan Supplies and return to Zahir. There are many bandits in two camps, southeast from the Caravanserai.

## The Perils of Competition

| | |
|---|---|
| Quest Giver | Cock Handler |
| Reward | Vanquisher of Poultry |

The Cock Handler doesn't brook any competition in his arena of expertise. Travel to Bubshur and Kill the Chicken Handler and retrieve the prize fighter, Clucker. Beware, the Chicken Handler is protective of his chickens. This is a group quest. Don't underestimate the Chicken Handler.

## Lost in the Desert

| | |
|---|---|
| Quest Giver | Suqada |

Suqada's husband has gone missing. Search for Suth to the southwest of the Caravanserai, and if it is too late for him, bring his bone-handled knife back to his wife.

## The Aberration

| | |
|---|---|
| Quest Giver | Ngozi |

Ngozi has noticed that his friend disappears at odd times during the day and ask you to follow Hamadi to see what he is up to. Hamadi leads you around the back of the Caravanserai where he is feeding meat to an unholy Aberration! When you confront him, he begs you to put others like his son out of their misery. Travel to the Black Castle and kill 5 unholy Aberrations, and 3 Slithering Terrors. These are found in the basement of the Castle.

## Shedding Torment

| | |
|---|---|
| Quest Giver | Hamadi |
| Prerequisite | The Aberration |

Hamadi wishes to know whether his son still exists beneath this grotesque exterior. He asks you to travel to Bubshur and speak to Kayires about a possible cure. The apothecary tells you to gather Cerusa Powder and Catanus Spike from the Purple Lotus Swamp south of Khopshef Province. Once you have the ingredients, return to Kayires so he can brew a Potion of Shedding. Deliver the potion to Hamadi so that he may have some hope of restoring his son.

## Stygian Supersititions

| | |
|---|---|
| Quest Giver | Makalani |

Makalani believes he saw a horrible monster lurking in the depths of the largest pool in the Southern Oasis. Travel there and investigate this monster. Return to Makalani with your findings.

## The Slave Rebellion

| | |
|---|---|
| Quest Giver | Captain Nut |
| Prerequisite | A Bright Idea |
| Rewards | Swiftflight Slippers, Defiant Gloves, Unyielding Girdle |

In trying to put down the slave rebellion, Captain Nut has lost some of his soldiers. Some were captured, others killed as an example. Travel to the outskirts of Hep-Kab and get the Key to the slave cages by killing slaves until it drops, free 3 of the caged Stygian Soldiers and cut down 3 of the Dead Bodies.

# HEP KAB ENEMIES

**Level: 26 Boss**

The Hep-Kab chief almost single-handedly engineered the slave rebellion and he is a powerful force. To get to him you must fight through many of the former slaves who are completely loyal to him. When you move to engage him, his two Assistants join in the fight, so be prepared to face all three at once.

**Level: 26 Boss**

This vicious trader isn't about to let you remove the source of his profits. Watch out for his knockback attack that can leave you sprawling in the sand.

**Level: 25**

Sylfest's crew is loyal to the Captain, or to his coin, and defend him when you move in to attack.

**Level: 28 Boss**

The Chicken Handler is serious about his poultry and can be more frightening than the hordes of undead you are asked to slay in the area. Stay away from his chickens!

**Level: 25**

The rebellious slaves of Hep-Kab are staunch fighters and don't take interference by Stygian soldiers, or their agents, lying down. Watch your back and don't get overwhelmed by their greater numbers or you may find yourself decorating a pole next to the Captain's doomed men.

**Level: 25**

**Level: 25**

**Level: 25**

**Level: 25 Minion**

## Life and Death

| Quest Giver | Mencar the Apprentice |
|---|---|
| Rewards | Mesrathi Cloth Belt, Shrekti Honing Gauntlets, or Khestut Sandals |

Go to Pashtun and collect 12 Breath of the Breathless for Mencar by slaying any of the undead there. When you are done, deliver the Breath of the Breathless to Mencar.

## Forbidden Knowledge

| Quest Giver | Mencar the Apprentice |
|---|---|
| Prerequisite | Life and Death |
| Rewards | Fetid Ankh |

Mencar is encountering difficulties in studying the Breath of the Breathless you brought him. He asks you to retrieve the Writings of the Lich to aid in his studies. The Crumbling Codex is in Pashtun, near Sektep himself.

## Heads Will Roll

| Quest Giver | Captain Nut |
|---|---|
| Prerequisite | The Slave Rebellion |
| Rewards | Nao'tak Shield |

The rebellion persists mainly due to the skill of the rebellion leader, the Hep-Kab Chief. Get inside Hep-Kab and secure the Slave Leader's Head! He is surrounded by Freed Slaves so you need to fight your way to him. Once you get close to him, 2 Hep-Kab Assistants appear to join the battle.

## A Lesson Learned

| Quest Giver | Captain Nut |
|---|---|
| Prerequisite | Heads Will Roll |
| Rewards | Razhar, Ieb, Shemmu, or Nehfu |

The slave rebellion may become an even bigger problem since they have found someone with whom to trade. Travel to the northwest of Hep-Kab and find the trader who has agreed to deal with the rebellious slaves. Set fire to the Trade Ship and kill its Captain.

## Commander Ramartarsi

| Quest Giver | Captain Nut |
|---|---|
| Prerequisite | A Lesson Learned |

Deliver a report to Commander Ramartarsi. He is found in the Serpent's Head Inn in Khemi. His room, number 7, is on the second floor. Report back to Captain Nut when you are finished.

## Poisoned Arrows

| Quest Giver | Bakr |
|---|---|
| Rewards | Rikhesh Handler's Gloves, Khutmes Belt, or Ruktu Gathering Boots |

Bakr needs materials to repair his supply of arrows. Collect 8 Scorpion Venom Sacs from King Scorpions and 8 Vulture Feathers so he can make his repairs. Both types of animals are found to the east of the Caravanserai.

## Salt for Silver

| Quest Giver | Mutya |
|---|---|

Times are hard for the ferryman, Mutya. Luckily, he purchased a bag of salt that is now worth much more than he paid for it. Mutya asks you to deliver the salt to Shadure, a trader at the Caravanserai.

## A Question of Conscience

| Quest Giver | Shadure |
|---|---|
| Prerequisite | Salt for Silver |
| Rewards | Boltshock Bangles, Backbite Wristlets, or Blightbane Armguard |

Shadure asks you to sneak into the rebel slave camp at Hep-Kab and steal a load of the Pink Healing Salts from the Slave Apothecary. Look for him outside the main camp, to the left. Return to Shadure with your haul.

## Trained Hounds

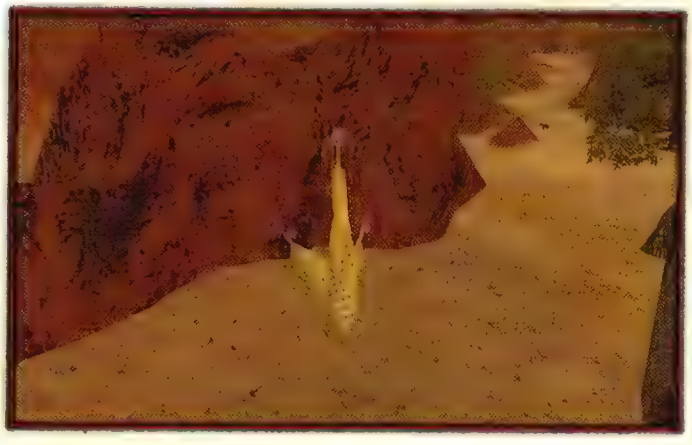
| Quest Giver | Shadure |
|---|---|

A merchant named Valoz Da Neva has cheated Shadure out of some trained hounds she purchased. Travel to the Cimmerian Settlement in Conall's Valley to deliver her letter to the Zingaran trader. You can reach the settlement by taking the boat from Khemi to Cimmeria and following the path out of Conarch Village.

## Holding Fear at Bay

| Quest Giver | Kayires |
|---|---|
| Rewards | Maulsmead |

Kayires has a plan to help the citizens of Bubshur with their nightmares, but his potion requires ingredients not found near the town. Help him out by gathering 5 Lily Roots which grow near the river and 5 Cacti from the sands surrounding the bandit camps.



## The Roots of the Earth

| Quest Giver | Kayires |
|---|---|

Kayires specializes in curing sicknesses of the mind. To create one of his cures he needs Darkroot, which only grows underground. Search for Darkroot in the Treasury of the Ancients and return to Kayires with a sample.

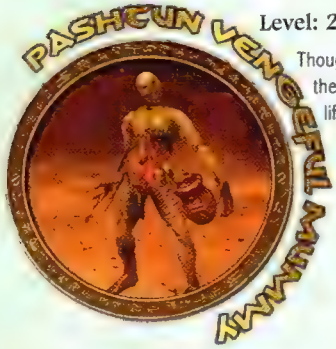
# PASHTUN ENEMIES

**Level: 28 Boss**

While most spiders are only looking to get a meal, the Arax Queen is pure evil. This vileness makes her Venom especially valuable as a poison.

**Level: 27, 28**

These horrid undead are just waiting for a taste of your juicy, living flesh.




**Level: 27**

Though laid lovingly to rest by their families, these undead have been brought back to life to serve Sektep's dark designs.

**Level: 25**

The Apothecary holds a valuable amount of Pink Healing Salts. Slay him and steal his stash!

**Level: 22**

These sneaky bandits aim to protect what's theirs, and they don't mind adding your loot to their own. Watch out for their quick attacks.

**Level: 22**

These hardy bandits would love to strip your corpse of all its loot. Do your best to keep this from happening.

**Level: 22**

You must be pretty tough to cook for a bunch of worthless bandits like this lot, but the Bandit Cook manages just fine. The Dying Bandit is proof of what happens when you cross her.

## The Spider Queen

| | |
|---|---|
| Quest Giver | Bakr |
| Prerequisite | Poisoned Arrows |
| Reward | Swiftvenom Dart |

Bakr has a plan to make his arrows even more venomous. Travel to Pashtun and seek out the Arax Queen and cut the Venom Sac from her corpse. You can find her on the outskirts of Pashtun, surrounded by undead fiends.

## Distant Lands

| | |
|---|---|
| Quest Giver | Shadure |
| Prerequisite | A Question of Conscience |

Shadure asks you to travel to Conarch Village and seek out Ryarm to trade the Pink Salts for the valuable Raw Blue Iron Ore. Return to Shadure when you are finished.

## Ill Will and a Last Meal

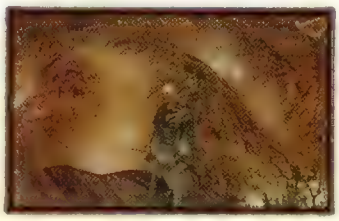
| | |
|---|---|
| Quest Giver | Dying Bandit |
| Reward | Jewels |

The Dying Bandit made the mistake of betraying the Bandit Cook and now he is paying the price. Before he dies he wants you to bring him the Cook's Head and grab a Last Meal for him while you are there. In return he tells you where he stashed his take. After delivering the head and his meal to him, look for a large flat rock near the bandit camp to the northeast. Beware of the River Raiders Soldiers who try to stop you!

## A Vision from Set

| | |
|---|---|
| Quest Giver | Old Man Naboth |
| Rewards | Coilstrike Tunic, Venomguard Shroud, or Snakeskin Schenti |

Old Man Naboth is trying to cook up his own brand of magic out here on the fringes of Khopshef Province. He asks you to bring him 5 Hood Cobra Eyes and 5 Scorpion Pinchers. Both creatures are found in the area near Naboth.



## Blood of the Serpent

| | |
|---|---|
| Quest Giver | Old Man Naboth |
| Prerequisite | A Vision from Set |

Naboth needs another ingredient, one that requires some delicate work to get. Travel to Khemi and speak with Zefat, the Animal Merchant, there. Don't be too blunt about your needs. If you can manage to ask without asking, he gets you the Sacred Serpent Blood you need.

## Tribute to Set

| | |
|---|---|
| Quest Giver | Old Man Naboth |
| Prerequisite | Blood of the Serpent |
| Reward | Poison Barb |

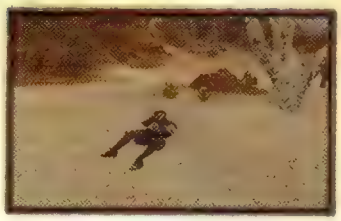
Old Man Naboth still hasn't finished with his creation. Get a Vulture Brain, a Scorpion Heart, and Hyena Testicles. These parts aren't available from just any member of the associated species. Look for a Virile Hyena, a Strong Scorpion, and an Old Vulture.

Once Naboth uses these to concoct his potion, pour it on the Altar and return to him.

## Torn By Guilt

| | |
|---|---|
| Quest Giver | Kayires |
| Prerequisite | Holding Fear at Bay |
| Reward | Klamath Wine |

Kayires asks you to deliver his remedy to Amun, who fled into the desert after seeing his family murdered by the demon. Deliver the Remedy to Amun so he may find some measure of peace. Look for Amun among the Rhinos, east of Bubshur. Return to Kayires once this is done.



## Exoskeleton

| | |
|---|---|
| Quest Giver | Bakr |
| Prerequisite | The Spider Queen |
| Rewards | Whorled Matricaria, Klamath Wine, or Maulsmead |

The Elder Mantises have a tremendously tough exoskeleton which Bakr thinks he can turn into armor. Get 12 Mantis Scales and deliver them to Bakr.

## A Better Smith

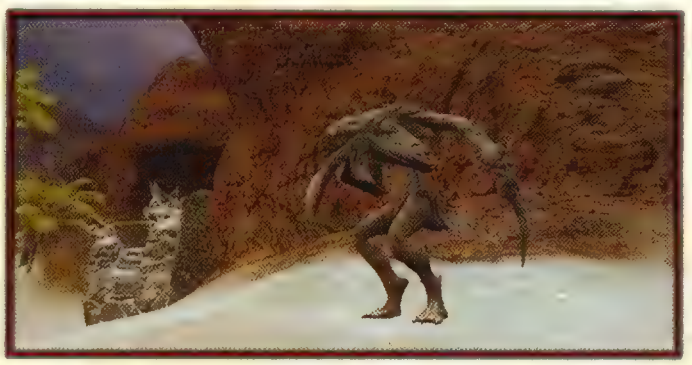
| | |
|---|---|
| Quest Giver | Bakr |
| Prerequisite | Exoskeleton |
| Rewards | Fervent Hauberk, Spry Schenti, or Resolute Armbands |

Working with the Mantis Scales is beyond Bakr's skill. Travel to Old Tarantia and seek out the famed armorer, Darius. Return to Bakr once you have the armor.

## Reaching Out

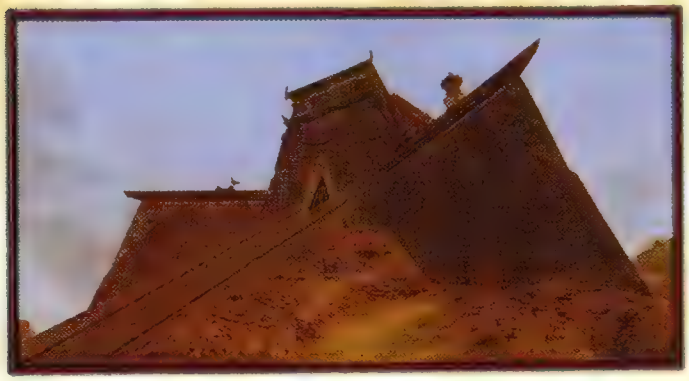
| | |
|---|---|
| Quest Giver | Cthhraki |

Cthhraki asks you to find and speak with the Mantis Chieftain, Thrrkal. He's in the extreme southern area of your map. His kind don't trust the "soft-skins" like you, so you must fight through to him.



| Breaking the Spell | |
|---|---|
| Quest Giver | Thrrkal |
| Prerequisite | Reaching Out |
| Rewards | Hive Khopesh, Hive Hammer, Hive Bludgeon, Hive Hasta |

Thrrkal has asked you to liberate his people from an evil necromancer, Remuses, who has taken control of the Hive mind. Kill Remuses and adjust his diabolical device to free the Hive. Remuses makes his lair deep inside the Black Temple.



| The Swindler's Game | |
|---|---|
| Quest Giver | Sebak |

Sebak has been doing a brisk trade with the bandits of the Black Castle, exchanging foodstuffs for a healing potion called Healant. No longer content to trade for the stuff, he tasks you with finding the recipe in the Alchemy Lab on the second floor of the Castle. Return to Sebak with the recipe and let him know what you found out about its ingredients.

| Conflicting Interests | |
|---|---|
| Quest Giver | Seth-Ur |

Seth-Ur has lost everything to the bandits hiding out in the Black Castle. He asks you to enter the castle and seek out those that have wronged him. Slay Fenyang and Grimask and recover Seth-Ur's Stolen Weapons

# The Black Castle

Home to a fiendish necromancer and his minions, the Black Castle is a dark and foreboding place. If you decide to venture inside, come well prepared.

**Level: 30 Boss**

The Bandit Prince gained his title by being bigger, meaner, and more devious than the other thieves of the desert. If you decide to tangle with him, bring friends, preferably a whole team of them.

**Level: 31**

These poor suffering creatures can no longer hear the thoughts of their Hive mind but can only heed the aggressive commands Remuses gives them, urging them to attack.

**Level 35**

These guards have been charged with guarding the perimeter of the Pyramid from nosy interlopers like you. They fight fiercely but you can manage to take them out if you are ready for battle before closing with them.

**Level: 31, 32**

**Level: 31**

**Level: 32**

**Level: 31, 32**

**Level: 32**

**Level: 35**

The servants that guard Remuses attribute their loyalty as much to their fear of his dark arts as to the coins he pays. Expect to encounter opposition around every corner if you are brave enough to enter the Black Castle.

**Level: 32 Boss**

This scheming necromancer has built a device that controls the Hive mind of the Mantises. Fight through his guards and captive mantises to destroy him and his horrid device.

**Level: 31**

These Terrors move like snakes, but have rows of needle-like teeth and grasping claws.

**Level: 31**

These unnatural creatures lumber through the underground passages beneath the Black Temple, ready to rip limb from limb of anyone foolish enough to cross their path.

**Level: 30 Boss**

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**Level 35**

These guards have been charged with guarding the perimeter of the Pyramid from nosy interlopers like you. They fight fiercely but you can manage to take them out if you are ready for battle before closing with them.

| The Bandit Prince | |
|---|---|
| Quest Giver | Captain Nut |

Captain Nut sends you to seek out the Bandit Prince, and put an end to his reign. Head to the oasis east of the Caravanserai. Be careful as he is well guarded by his bandit band. Once you have slain him, carefully search his body for evidence of a mastermind behind recent events. Return to Captain Nut with your findings. This is a group quest.

| The Mastermind | |
|---|---|
| Quest Giver | Captain Nut |
| Prerequisite | The Bandit Prince |
| Rewards | Arbiter's Favor or Enforcer's Boon |

Captain Nut has decided to put an end to Ramartarsi's treachery. Travel to Khemi and seek the Commander in Room 7 in the Serpent Head's Inn. Kill him for his acts of treason and return with his head to Captain Nut.

| A Plea for Prophecy | |
|---|---|
| Quest Giver | Semira |

Semira sent her acolyte, Iti, to investigate the Oracle of Derketo, who recently appeared in the southern part of the province, near the Great Pyramid. You can find Iti near the southern side of the Pyramid. She gives you a riddle known only to those sacred to the goddess. Ask the Oracle this riddle to see if he is truly favored by Derketo. Return to Iti with his answer.

| Sneaking Suspicions | |
|---|---|
| Quest Giver | Iti |

Iti now knows for certain that the Oracle is a fake. She asks you to investigate the outside perimeter of the Pyramid for anything suspicious. Climb the stairs and destroy the two Pyramid Guards to the left to discover the Dead Devotee of Derketo. Return to Iti with your findings.

| Lord Atum-Keket | |
|---|---|
| Quest Giver Iti | |
| Prerequisite | Sneaking Suspicions |
| Rewards | Crocodile Claw Ring, Cat's Eye Ring, Coiled Serpent Ring, Scarab Horn Ring |

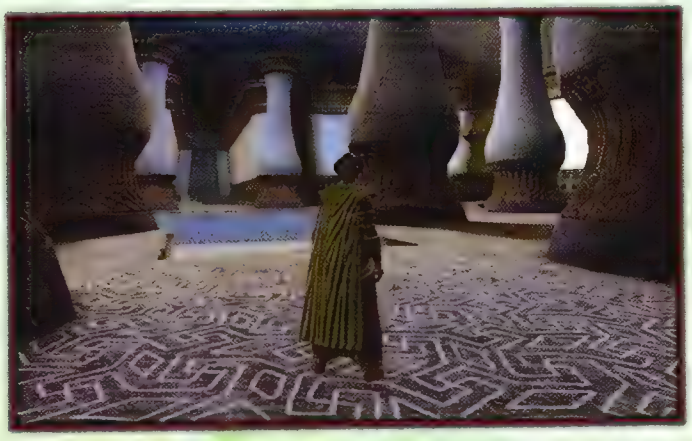
Iti asks you to enter the Pyramid and uncover the secret of the Oracle. Search for Lord Atum-Keket once you are inside. He's on the forth floor, surrounded by many cult members. Destroy him and return to Iti.

| Fascinating Faces | |
|---|---|
| Quest Giver | Ziyad |

Ziyad, a scholar of the Ancient Ones asks you to seek out relics showing five emotions of man. These aren't found inside the Pyramid but are located in nearby ruins. Return to him with the heads of five of the statues: Happy, Angry, Disgusted, Sad, and Scared. Search the Treasury of the Ancient Ones to find the statues, though they may not be happy about giving up their heads!

# INSIDE THE PYRAMID

The Pyramid of the Ancients casts its shadow over all of Khopshef. The self-proclaimed Oracle of Derketo has called his followers to this spot and many flock to hear his words, some never to return to their friends and families.



Level: 35

Level: 35

The Eunuchs guard the Harem found on the first floor. They do their best to take out any intruders.. The Agile Eunuchs like to crush you with the blunt wooden club they carry. While the Cult and Harem Eunuch afflict you with Poison and Unholy damage with their quick strikes.

Level: 35

Level: 36,37

Level: 35

Level: 36,37

Level: 35

Level: 36,37

Level: 35

Level: 37

Level: 35

Level: 37 Boss

**Level: 37 Boss**

You find the most devoted of Atum-Keket's followers. These servants fight with fanatical devotion using both melee and magical arts.

**Level: 33, 43**

These large cats found near the Great Pyramid are much tougher than their cousins living closer to Bubshur. Be careful that you don't fall victim to their slashing claws.

**Level: 37 Boss**

Entombed long ago, this powerful demon has once again been let loose. Defeat him to uncover the deception of the Oracle of Derketo and force this ancient evil to return to death.

## All that Remains

| Quest Giver | Shath-Hoten |
|---|---|

Enter the Pyramid and seek Menamon, who has joined the cult of the Oracle. His brother is worried about him. You can find him near the torturers. Once you find Menamon, bring all of his assorted parts back to Shath-Hoten.

## Emerald Eyes

| Quest Giver | The Forgotten Statue |
|---|---|

Inside the pyramid is an ancient statue. It describes how it was placed to guard the tomb of Lord Atum-Keket. Unfortunately, the statue's eyes were stolen by thieves and it could no longer keep the tomb sealed. Find its eyes on the lower floor of the pyramid.

## Profit and Loss

| Quest Giver | Akbhet |
|---|---|

Akbhet has had an unfortunate journey. He was chased first by bandits, and then by White Lions! In the process he lost all of his wares scattered across the desert. Collect 5 Wicker Panniers for Akbhet to collect your payment. Watch out for the White Lions and Lionesses nearby.

## The Path to Enlightenment

| Quest Giver | Sahure |
|---|---|
| Reward | Focus Targe |

Sahure, a devoted follower of the Oracle of Derketo, believes it is prophesied that you will clear the path to the Oracle for all the pilgrims flocking to see him. Slay 13 Stygian Bandits to the southeast of the Pyramid to collect your reward. These bandits are much tougher than the others you have slain, so be cautious when engaging them.

## The Troubles of Thutmekri

| Quest Giver | Thutmekri |
|---|---|

Thutmekri, an old adventuring rival of King Conan has found himself in a predicament. He swallowed a gem that is not only keeping him alive, but also keeping him trapped inside of the Treasury. He promises to share the treasure with you if you exact revenge on three Khopshef locals who have wronged Thutmekri. Kill Derekhar, Min-Tep, and Krellos. Return to Thutmekri when you are done.

## Lusts of the Flesh

| Quest Giver | Thutmekri |
|---|---|
| Prerequisite | The Troubles of Thutmekri |

Thutmekri demands that you do his bidding or he will never share his treasure. After being trapped in the Treasury for so long, he thirsts for the finest ale Bubshur has to offer. Travel to Bubshur and speak to the Alekeep. He lets you know that adding Bitterpurge to the ale gives you an advantage over the undead fiend. Travel to the southern oasis in Khopshef.

Giving Thutmekri the tainted ale to make him vomit up the magical gem, making him mortal again. Quickly kill him while he is vulnerable to have the contents of the Treasury all to yourself!

# AQUILONIA

## OLD TARANTIA

Though Hyboria boasts many beautiful cities, Tarantia has no equal among these shining gems of civilization. The city has stood for centuries, growing in layers against the backdrop of cliffs on the Khorotas River. Its great towers and beautiful temples lift up the eyes of noblemen and commoners alike and all Aquilonians look on their city with pride.

Like many cities of its size, the capital of Aquilonia is split into different sections both geographically and socially. The heart of the city is Old Tarantia. As the name implies, this area of the city has stood the longest, its foundation showing centuries of growth and repair. It boasts its own docks, facilitating trade for its army of shopkeepers. From the docks of Old Tarantia you can travel to other important destinations across Hyboria, or just sit back with a nice jack of ale and watch the amateur fights at the Sailor's Den.

The Avenue of Honor winds gently up the hill from the docks leading you to the center of the city. Here you can find almost any item you need in the Market Ward and the local shops which dot the roadsides. Visit the Temple of Mitra to bask in his blessing or speak with the knowledgeable scholars at Tarantia's great Library. Petty and violent crimes are less frequent here than in other cities thanks to the city guards and even the most naive traveler rarely finds himself in serious trouble.

Although Tarantia prides itself on being civilized, it does not mean that there aren't hidden dangers. Nobles scheme and plan, some out for profit and power, some with their pride chafing at rule by a barbarian. King Conan made many enemies on his way to the throne and the ones that survived often have long memories. Beneath the surface of this glittering city lies eternal scheming and plotting, and even Old Tarantia has no shortage of men and women willing to place a knife in the right back for the right price.

# OLD TARANTIA ENEMIES

**Level: Equal to Your Level**

After taking possession of the scroll, 3 Guardians of the Scroll appear every so often to do battle with you. When tackled alone, they aren't overly difficult, but can really get you in trouble if you have already engaged other enemies when they appear.

**Level: 22 Boss**

This larger than average bear is a monster among the ursine family. Look for it among the Diseased Bears near the road in the Wild Lands.

**Level: 22, 23**

It is easy to distinguish these bears from their healthier counterparts. Much of their skin has sloughed off.

**Level: 21 Boss**

This creature ambles low to the ground but has no problem raising up high enough to disembowel hapless adventurers that hunt it.

**Level: 20 Boss**

This wolf may be ancient, but it still has all its teeth!

**Level: 21 Boss**

Like its smaller counterparts, this vile creature is quick to make use of its deadly claws.

## Old Tarantia

1 Sailor's Den Entrance
Alekeep
Pomona (Food and Drinks)
Vesta
Troubadour
2 Scyra
3 Irritantus
4 Tortage Smuggler
5 Tulio
6 Cargo Master Laberius
7 Captain Avita (Transport to Khemi)
8 Corax
9 Cycaelus
10 Entrance to the Outflow Tunnels
11 Wagoneer Mycus (Transport to Wild Lands of Zelata)
Duallon
12 Wagoneer Polus (Transport to Conarch Village)
Kosus
13 Lordana
14 To Noble District
15 Trajus
16 Melo (Master Armors)
Hadria (Grand Armors)
Basilius (Fine Armors)
17 Violeta (Master Potions)
Decimus (Grand Potions)
Baltha (Fine Potions)
18 Aquilonian Recruiter
19 Balric the Bard
20 Green Man Tavern Entrance
Dascus
Myca (Food and Drinks Merchant)
Troubadour
Charad

21 Phocas
22 Minerva (Trainer)
23 Mitran Priest
Messina
24 Aegina (Fine Food and Drinks Merchant)
Varinia
Callida (Grand Food and Drinks Merchant)
25 Fabio
26 Mellus
27 Nestia (Master Food and Drinks Merchant)
28 Ostler
Philippo (Stable Master)
29 Little Tulio
East Gate
30 Denara
31 Myrina
32 Eudemeus
33 Scholar's Spirit
34 Madame Zila
35 Novatus
Setannus
Arpo
Detartus
Nirolus
Nephtammon
36 Traders
Velona
37 Corta (General Goods)
38 Watchman
Strabus
Calco
Faxus
39 Tirynus (Master Weapons)
Phaedro (Grand Weapons)
Dacus (Fine Weapons)
Darius
40 Nestor the Taxidermist
41 West Gate
Balba

## Traveling Home

| | |
|---|---|
| Quest Giver | Kalanthes |
| Prerequisite | Aquilonian, End Battle |

You have learned a great deal while working with the Resistance in Tortage, but you have much still left to learn. Speak with Scrya to try to remember your past.

### DESTINY QUESTS

You left Tortage behind, but you still have many unanswered questions concerning your past, and ultimately, your destiny. If you are Aquilonian, Scrya is the person to see. Cimmerians and Stygians have other contacts in their respective hometowns.

## Blood and Sweat

| | |
|---|---|
| Quest Giver | Scrya |
| Prerequisite | Aquilonian, Traveling Home |

You must gain strength and skill before Scrya can help you further recover your memory and lost arts. Return to her once you have reached level 30.

## Finding Your Feet

| | |
|---|---|
| Quest Giver | Irritantus |

As a penance for past indiscretions, Irritantus gives directions to all newcomers in Tarantia. He marks several important places on your map. As you visit these places, you complete the quest. If you wish to have these waypoints removed, speak to him again.

## The Urchin

| | |
|---|---|
| Quest Giver | Tulio |

Tulio's coin purse stolen by a local urchin. Speak with Dascus at the Green Man Tavern for clues to this child's whereabouts. Dascus points you to Balba, a guard on the southwestern gate who tells you to check with Velona at the Auction House. Velona directs you to Myrina, located on the steps of the Library. The scholar tells you to look for Little Tulio, near the eastern gate. Speak with him to retrieve his father's coin purse. Once you have it, return the money to Tulio at the docks.

## Fleet of Mouth

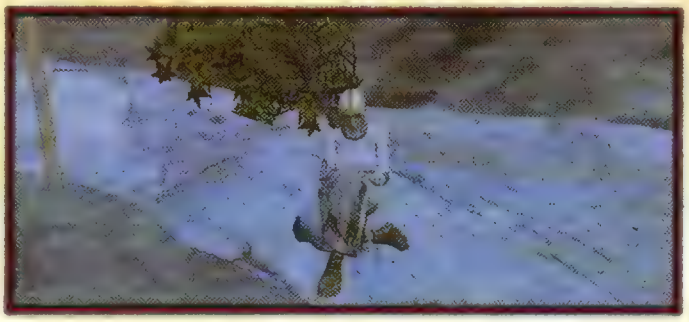
| | |
|---|---|
| Quest Giver | Cycaelus |
| Reward | Maulsmead |

Cycaelus claims to be the fastest messenger in Tarantia. If you can beat his best time on the course he sets he rewards you. Familiarize yourself with the city a bit before taking this quest. It is timed and starts immediately once you accept it. You must run past the South Gate, up the steps of the Library, and past the bridge leading to the Noble District. It helps to use a consumable that provides stamina so that you can sprint for much of the route.

## Seven Years

| | |
|---|---|
| Quest Giver | Lordana |

Travel to the Wild Lands of Zelata and seek out Captain Ignacio. He tells you that Lordana's husband died in his burning boat in the middle of the lake. Swim down and recover the Mirror of Mitra. Give it to Adeonus, the village priest in Tesso. Speak to her so she knows what has been done.



## A Fighting Chance

| | |
|---|---|
| Quest Giver | Caor |

Caor traveled from Cimmeria to seek an audience with King Conan. Conall's Valley is in danger of being overrun by the bloodthirsty Vanir. Caor asks you to travel to Conarch Village and offer your services to Battlemaster Bronwith. If you haven't visited Conarch Village yet this quest leads you to that quest hub and many profitable tasks.

## Fabio's Predicament

| | |
|---|---|
| Quest Giver | Fabio |

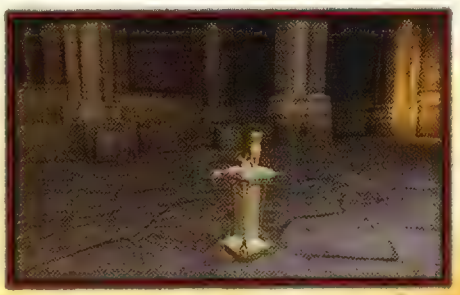
Fabio, a rather haughty nobleman, owes the wrong people money. He hires you to recover a scroll on their behalf. Travel to the Wild Lands to find the thief Darran, who stole the scroll in the first place, in the inn there. Unfortunately for you, he already sold the scroll to a Nemedian Sorcerer. Head to the northern portion of the Border Ranges to search for him, or at least what's left of him.

Fight through Angry Shadows to reach the top of the steps where the scroll's curse has caught up with the power hungry sorcerer. Wait to do this quest until you wrap up any other business you have in the Border Ranges. Its dark curse haunts your steps until you can return it to Fabio.

## Save the Princess

| | |
|---|---|
| Quest Giver | Fabio |
| Prerequisite | Fabio's Predicament |
| Reward | Gem Collar |

Fabio begs you to rescue his Princess, who was stolen by the Darkhand Gang as ransom for Fabio's gambling debts. Enter the Outflow Tunnels near the docks and rescue the Princess.



# The Rescue

Traitea was relieved to be back in the city. The job in Khopshef hadn't paid nearly what she'd been told to expect and by the time she'd paid for her passage back to Khemi, and found a ship that would take her back to Old Tarantia, she was forced to pay for her passage by manning an oar for the duration of the voyage. Twice, the repulsive toad serving as first mate offered to let her work off the price of passage privately. The second time she broke his nose and two of his fingers and was thankfully left alone at her oar the rest of the trip.

It felt good to be on solid ground again, and she stretched the little remaining soreness out of her muscles as she made her way toward the Green Man Inn where she knew Dascus would give her a room on credit. She had just enough coin left over from her last job to buy a good pint of ale and the inn served a nice dinner even this late at night. Tarantia was well patrolled by the king's guards, and armed as she was she thought nothing of making her way through the winding streets to the inn.

Instinctively, she reached for the familiar blade at her hip when she sensed, more than heard, the trepid footsteps behind her. The man let out a squeal to find her sword inches from his throat as she wheeled quickly and turned to face him. She had been mistaken for easy prey before, but never twice by the same man.

She could see at a glance that she needn't have been so concerned. She looked him up and down, noting the rich fabrics and eye-watering waves of perfume wafting in her direction. The cretin's knees were trembling as his eyes nearly crossed in an attempt to look at the tip of her blade. Traitea pulled back her sword and took a step back, giving the foppish man room to breathe. He must be out looking for some entertainment. "I'm not what you're looking for," she said. He unconsciously put his hand to his throat where the tip of her blade had pricked him but seemed to find the courage to speak with only a small amount of stammering.

"P-Please, I need your help." With a withering look, Traitea gripped her sheathe and slid her sword home.

"Not interested." She turned to walk away toward her anticipated dinner and ale.

"Please, I am beside myself with worry." He took a step toward her. "I-I can pay." Traitea paused in mid-step. She could not have cared less about his worry, but his gold was a completely different matter. She had expected to find work, but not this quickly.

"I'm listening," she said. The man, called Fabio, quickly told a tale of his stolen love. It seems he riled up the wrong people, gambling debts or some such nonsense, she really wasn't listening to that part, and it seems his "Princess" was paying the price. Some thugs had grabbed her until Fabio could repay the debt. Fabio knew she was being held in the Outflow Tunnels. "I just hate to think of her all alone down there with those horrid thugs!" he whimpered. "Its damp and cold, and the smell! I doubt they are taking proper care of her at all. She surely needs bathed and brushed and she must be so lonely!"

"Bathed and brushed?" thought Traitea. Whatever. Noblemen often had strange tastes and she didn't really want to hear the particulars. She also doubted that loneliness was a problem for a defenseless noblewoman left all alone with a gang of thugs, but saw no reason to make the man blubber anymore than he already was.

It sounded like a simple enough job—get in, bust some heads, get the girl and get out. Without much haggling they settled on a price that would buy her several nights of drinking and debauchery, even here in Old Tarantia.

She adjusted her armor with a sigh. It looked like that ale was going to have to wait.

## The Cursed Scroll

| | |
|---|---|
| Quest Giver | Fabio |
| Prerequisite | Save the Princess |

The cursed scroll is frightening Fabio half to death. He begs you to take it back to Darran in Tesso who sends you to Zelata. She instructs you to throw a specially prepared powder into the flame at the foot of Zelata's stairs to see if the gods reveal a solution.

## Shady Deliveries

| | |
|---|---|
| Quest Giver | Mellus |
| Prerequisite | The Shadow Brotherhood |

Mellus asks you to deliver a package to Keyx in the village of Tesso in the Wild Lands. Speak to Wagoneer Mycus outside the gate to arrange transport. Keyx is in the warehouse near the docks. There are several other quests in Old Tarantia that ask you to travel to the Wild Lands, so hold off on completing this delivery until you are ready to go.

## A Missing Filly

| | |
|---|---|
| Quest Giver | Ostler |

Ostler is concerned about one of the horses in his care which has run off into the streets of Tarantia. To make matters worse, she was wearing an Expensive Saddle. Track the missing filly down and recover the saddle. Once you have it, deliver it to Ostler.

## The Scholar's Pages

| | |
|---|---|
| Quest Giver | Myrina |
| Rewards | Librarian's Quill |

Myrina wishes to acquire three rare texts but cannot leave her duties in the Library to do so, but gladly hires you to track them down. Locate The Haunter in the Dark by speaking with Ventor, a paper seller in the Noble District. The Pashtun Horror is found in far off Stygia, from the Innkeeper of the Serpent's Head Inn. The Serving Wench in Conarch Village has the Shadow Over Acheron. After you collect all three books, return to Myrina.

## The Bronze Serpent

| | |
|---|---|
| Quest Giver | Eudemeus |

Eudemeus, an elderly architect and sculptor, asks you to travel to Khemi and lay a wreath at the base of the Bronze Serpent statue. In all his life he has never seen a statue more beautiful and he wishes to pay tribute to it before he dies. Toreach Khemi, speak with Captain Avita. Once you arrive in Khemi, look for the statue on the docks, near Captain Ptah.

## Pieces of Peace

| Quest Giver | Scholar's Spirit |
|---|---|

Drago, a forlorn spirit wandering the Scholar's Garden, asks you to bring him closure be relating the truth to his lost love. He was murdered by his best friend for love of Denara and asks that you search the harbor for the Rust-stained Knife and give it to her. Swim down to the bottom of the harbor to retrieve the murder weapon. Return to the spirit once you are finished.

## The Wrong Kind of Message

| Quest Giver | Novatus |
|---|---|

Novatus, a local priest of Mitra, is growing concerned about a Stygian street preacher, Nephtammon. He preaches the ambitious doctrine of Set, and every day more and more citizens gather to listen. Novatus asks you to mount the dais yourself and refute the preacher's sermon.

How you answer Nephtammon determines which quest you get next. Strongly refuting his claims earns you The Right Kind of Message, while being uncertain gets you A Poor Attempt. Agreeing with his claims gets you A Stygian Kind of Message. The reward is the same for all three.

## The Right Kind of Message

| Quest Giver | Nephtammon |
|---|---|
| Prerequisite | The Right Kind of Message |

Listen to those cheers! The crowd really appreciated your words against Nephtammon. Return to Novatus to claim your reward.

## A Poor Attempt

| Quest Giver | Nephtammon |
|---|---|
| Prerequisite | The Right Kind of Message |

You did a very poor job of refuting the claims of the Stygian and the crowd is very disappointed. Return to Novatus to try and claim a reward anyway.

## A Stygian Kind of Message

| Quest Giver | Nephtammon |
|---|---|
| Prerequisite | The Right Kind of Message |

Actually, the Stygian priest had some good ideas! Once you mounted the dais you found yourself agreeing with him. See what Novatus thinks of the job you did.

## A Needle of Truth

| Quest Giver | Watchman |
|---|---|

The Watchman nabbed three individuals suspected of robbing a local merchant. The trouble is, the Watchman can't tell which one is lying! Learn all the details from the Watchman and then speak with Calco, Strabus, and Faxus. Through careful listening you are able to determine that it was Faxus who stole the gems! Tell the Watchman, who then sends you to recover the loot. The gems are in the alley near the Stygian street preacher.

## Melanor's Star

| Quest Giver | Trajus |
|---|---|

Trajus, a would be thief, tells you the story or Melanor's Star, a precious gem so beautiful that there is not another like it in the world. To reach its resting place, climb the wall near Trajus. When you climb up, your progress is blocked by a Ferocious Guard Dog. Vanquish this terrifying terrier and grab the gem. Return to Trajus to split the reward as agreed.

## The King's Headache

| Quest Giver | Aquilonian Recruiter |
|---|---|

The Recruiter hires you as a mercenary and tells you to report to Commander Drusco on the docks in the Wild Lands of Zelata to get your assignment. There is always plenty of work there.

## The Minstrel and the Bandits

| Quest Giver | Balric the Bard |
|---|---|

Balric and his minstrels were assaulted by a band of bandits on the road to Poitain and their instruments were stolen. Without these they have no way to earn a living and may need to turn to actual labor. Save them this disgrace by recovering the instruments. They are in a secluded spot in Old Tarantia.

## Skins of the Corrupted

| Quest Giver | Nestor |
|---|---|
| Prerequisite | The Albino Dark Beast |

Rewards Embalmer's Cap, Bloodstained Helm, or Embalmer's Wrap

Nestor offers good money for a complete set of corrupted beast skins from the Wild Lands. Speak to the huntress, Dorina, to get started. She tells you to look for the largest of each of the corrupted animals.

## Flaying Zarathus

| Quest Giver | Nestor |
|---|---|
| Prerequisite | Skins of the Corrupted |

This time Nestor asks you to bring him the skin of a Nemedian—Zarathus to be exact! Travel to the Border Ranges off of the Wild Lands and flay this cretin, returning the skin to Nestor.

# The Outflow Tunnels

These tunnels were built long ago and these days they not only fulfill their intended purpose but also house dangers of every kind.

In addition to the local animal life, the Outflow Tunnels house more trouble. Sewer Scavengers often visit the city looking for things to scavenge. They take what they can find from anything that has been thrown out, or from anyone weaker then they are. The Darkhand gang of thugs made these tunnels their home. The streets above are watched closely but down here they can plan their iniquities without interference from the watchful city guards. What makes this group of assorted petty thugs a force to be reckoned with is their leader, Xanarus Darkhand.

**Level: 35**

These slithering reptiles are right at home in the dark, damp passages that make up the Outflow Tunnels. They grew large and fat here, striking quickly at anything that gets in range.

**Level: 35 Minion**

**Level: 35**

**Level: 35 Boss**

Like the snakes and crocodiles, these dragons have found that the sewers are the perfect environment in which to thrive. There are whole communities of these predators down here so be careful you don't walk into a roomful.

**Level: 35 Boss**

These large eating machines make their cousins in other parts of Hyboria look like gentle house pets. Their shorter, tooth-filled snouts are perfect for grabbing bites out of prey.

**Level 35 Boss**

This bandit leader didn't rise to lead this gang of thieves by playing nice.

**Level: 35**

## A Woman's Scorn

| Quest Giver | Vesta |
|---|---|

Vesta, in the Sailor's Den, tells you the sad tale of her murdered lover, Cantrix. She asks you to enter the Outflow Tunnels and kill 20 Darkhand Members and their leader Xanarus Darkhand to deliver vengeance for her. Get the Jeweled Necklace and return it to her.

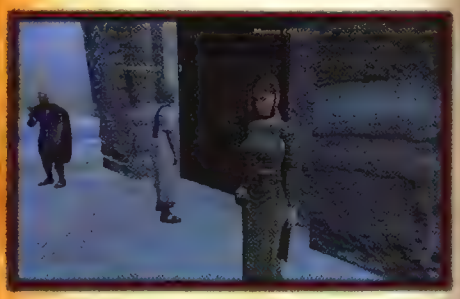
### OUT OF THE MUCK

Once you have killed Xanarus Darkhand, you don't need to retrace your steps to the entrance. There is a convenient ladder in the room that acts as an exit from the Outflow Tunnels. It only works as an exit; there isn't another entrance that leads you directly to Darkhand's lair.

## The Woman Who Never Died

| Quest Giver | The Diary of Princess Akivasha |
|---|---|
| Rewards | Apotheosis of Pain or Apotheosis of Hate |

Next to the sarcophagus, deep within the Outflow Tunnels, you find a bloodstained diary written in an ancient language. Take this to Myrina, a scholar in Tarantia's library, for translation. She confirms that this belonged to the legendary Princess Akivasha. The diary mentions the Sanctum of Burning Souls, an ancient Acheronian place of power. Travel to the Wild Lands and destroy Akivasha in that dark place.



## Warn the Mitra Priest

| Quest Giver | Corax |
|---|---|

Corax asks you to travel to Purple Lotus Swamp to warn Cadonius, a fellow priest, that his life is in danger. To reach the swamp, speak with Captain Avita to arrange passage to Khemi. Once there, speak with Captain Mager to reach Khopshef Province. Follow the road south until you reach the swamp. Look for Cadonius in Nakaset Village.

## Family Matters

| Quest Giver | Duallon |
|---|---|

Duallon is worried about his family in Poitain and asks you to check on them. Speak with Penth, an elder in Caenna village to see what he knows about Duallon's family.

## Watch the White Hand

| Quest Giver | Kosus |
|---|---|

Kosus asks you to take a message to Glaith in the Lacheish Plains. Speak to Wagoneer Polus to arrange transport to Cimmeria. Once there, travel through Conall's Valley and the Field of the Dead to the village of Brandoc in the Lacheish Plains.

# Tesso

The small village of Tesso is similar to many found throughout Aquilonia. It houses a few traders, a small church, an alchemist, and other standard staples of village commerce. It sounds like the perfect picture of Aquilonian country life, but Tesso is not as idyllic as it sounds.

Recently, the local wildlife has become tainted with a perverse plague, demons have been sighted in the woods, and angry, twisted animals roam the land walking like men but butchering like beasts.

In the east, strange cries, the like of which have not been heard here for millennia, again resound against the once drowned stone as dark things stir. To make matters worse, a rival kingdom moves to take advantage of these distractions and Nemedia's Red Dragon once again flies over Aquilonian territory.

Tesso

1 Captain Pellorus
2 Commander Drusco
3 Dockmaster Antonius
4 Stolos
5 Luciano
6 Keyx
7 Trapdoor Entrance to Smuggler's Tunnels
8 Adeonus
Kaylee
9 Pero
10 Northern Pass Guard
11 Sergio
12 Juvius (Wayfarer of Asura)
13 Nelia
14 Innkeeper
Darran
Maxus the Drunk
Derat
Governor Myrtilos
Demicus
15 Egidio
16 Oris the Apprentice
17 Nestus
Trathanus
Leoneus the Farmer
Cariste
Brother Juno
Governor Millias
18 Inisa
19 Veris
20 Varia the Seamstress
21 Captain Ignacio
22 Marca (Food and Drink Merchant)
23 Appia (Potion Merchant)
Teltus the Alchemist

## By Duty Torn

| Quest Giver | Commander Drusco |
|---|---|

The Commander received news that his daughter, Messina, lies dying in Tarantia. Seek her out in the Temple of Mitra in Old Tarantia. Once you hear her story, enter the Outflow Tunnels near the docks, and seek vengeance on 10 Sewer Scavengers who attacked Messina!

## The Lost Regiment

| Quest Giver | Commander Drusco |
|---|---|

Search for a regiment of soldiers that disappeared in the Border Ranges to the east. If you manage to find them, help them with their assignment.

## The Fisherman's Dilemma

| Quest Giver | Stolos |
|---|---|

Stolos lost his fishing gear when he fled the Nemedian invasion. He asks you to recover the fishing supplies and to destroy his skiff so the Nemedians can't use it. Keep a close look out for the Dark Beasts that roam the edge of the water.

## Unfinished Business

| Quest Giver | Keyx |
|---|---|

Keyx has been running a profitable "import/export" operation that has broken down during the recent troubles in the Wild Lands. Head south to search the road between Tesso and Kerkyra and recover 5 pieces of Lost Contraband.

# Dark Beasts and Grol

In the town of Kerkyra the Dark Beasts reign. Where tradesmen once worked and children played, hard claws scrabble on the floors of empty houses and misshapen jaws gnaw avariciously at all that remains. Everywhere the sickly sweet smell of death mixes with the pungent, wild scent of the beasts.

**Level: 26 Mini-Boss**

This creature is larger than others of its type and has a much rarer pelt. Its skin earns you a nice reward from Nestor if you can keep from being skinned alive yourself.

**Level: 25**

Though they walk upright, their nature seems mostly bestial. They fight ferociously, rending prey with sharp claws and tearing out chunks with their hideous teeth. They have the baser instincts of a predator, but it is possible that their feral face hides a cunning lupine intellect greater than that of something solely beastial.

**Level: 32 Minion**

These hardy creatures are stronger than the samples of the same species you faced in the Wild Lands. Watch out for their sharp claws and rending teeth.

**Level: 20**

These vicious demons appear once every fifty years to terrorize the Wild Lands. Every half century is just long enough for the unsuspecting populace to forget the danger and be caught unaware. Their bulbous heads and gaping maws hide little intellect but much maliciousness.

**Level: 21**

**Level: 21**

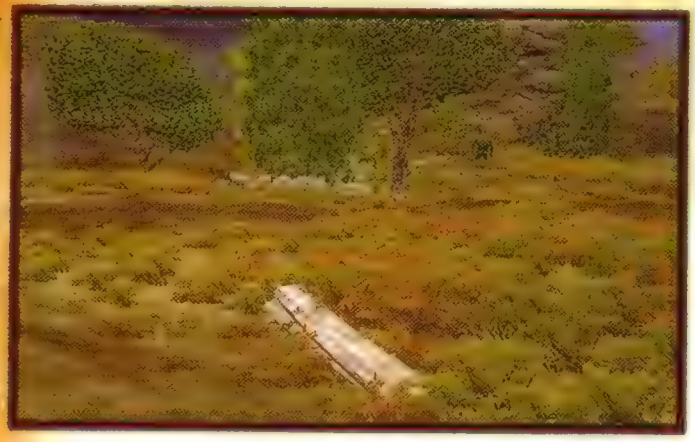
Watch out for their sharp teeth. The old smugglers' tunnels have quite a few twists and turns in them. Tread carefully so that you don't walk around a corner into a pack of these malevolent beasts.

**Level: 20**

## Foundations of Trust

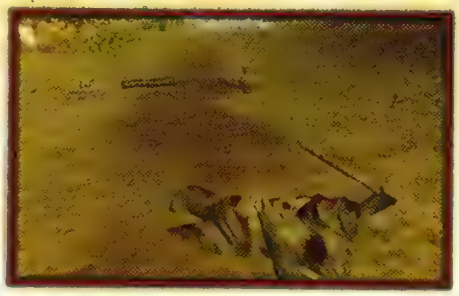
| Quest Giver | Dockmaster Antonius |
|---|---|

Dockmaster Antonius asks you to talk to Trathanus, a woodcutter, about getting more planks to extend the docks. Trathanus lies injured in the refugee camp. Trathanus refuses to go back to the camp while it is still overrun by demons. Get 5 Planks of Wood from the Woodcutter Camp and return to Antonius.



## Thick Heads and Strong Axes

| Quest Giver | Trathanus |
|---|---|
| Rewards | Grolhunter Tunic, Grolhunter Jerkin, Grolhunter Tasset, or Grolhunter Hood |



The woodcutter Trathanus left his best axe stuck in the skull of one of the demons that ravaged the camp. Retrieve his Axe and kill 8 of the Grol to exact vengeance for him. Before embarking on this quest, speak with Dockmaster Antonius to pick up Foundations of Trust as well.

## Mitra's Children

| Quest Giver | Adeonus |
|---|---|

Adeonus, a local priest of Mitra asks your help in delivering Medical Supplies to Brother Juno at the refugee camp in the southern part of Tesso. He is very appreciative and gives you Blood-Soaked Bandages to return to Adeonus for purification.

# Tesso Wildlife

**Level: 26**

These former family pets have been infected with the same plague that has affected the local wildlife. Eliminate them to get close enough to Leoneus's barn to complete your foul task.

**Level: 21**

Don't let their size fool you. These creatures are masters at using their razor-like claws and needle-like teeth on your soft flesh.

**Level: 20**

These ferocious canines would like nothing better than to rip out your throat.

**Level: 22**

**Level: 38**

Its massive muscles and sharp teeth can easily make tear out chunks from any ill-prepared adventurer.

**Level 22 Minion**

These graceful animals stalk the road northeast of Tesso. Be wary when approaching; their razor-like claws may penetrate even the toughest mail.

| Fangs of the Ferocious | |
|---|---|
| Quest Giver | Pero |
| Rewards | Ferocious Longbow and Ferocious Quiver |

Pero, an orphan, is often teased and beaten by the other children. In a desperate show of bravado he said he would make a necklace of Lynx Fangs to earn their respect. He is now stuck and needs your help to get the fangs. Collect 22 Lynx Fangs from the great cats roaming to the north of Tesso and return them to Pero.

| The Northern Pass | |
|---|---|
| Quest Giver | Northern Pass Guard |

The guard let slip that there is no need to watch this back road too closely. To learn more, speak to Myrtilos about the Outcasts. Once you have, journey to the northeast to speak with Aexelus, the Outcasts' leader.

| Rusty Courage | |
|---|---|
| Quest Giver | Maxus the Drunk |

Maxus, last in a long line of demon hunters, wants you to recover his ancestral sword which he lost long ago in the Sanctum of the Burning Souls. This is a group quest, so bring friends.

The Sword is deep within the Sanctum. Pick up the other quests for the Sanctum of the Burning Souls before going in to do this one.

| The Fearless Father | |
|---|---|
| Quest Giver | Ilona |

Ilona tells you about her father, Cauda, who is a scout. He hasn't returned from his most recent mission and she asks you to seek him out. Look for him in the mountains to the east, near the ruins. Once you discover him, he asks you to scout three Nemedian camps and return to him once you are finished. He then asks you to let Ilona know that he will be home soon.

| Kaylee's Bastard | |
|---|---|
| Quest Giver | Derat |
| Rewards | Frostward Cowl or Plowman's Boots |

Derat is angry at the local priest of Mitra for not allowing him to see his daughter. He asks you to speak to Adeonus and get an explanation. He tells you to speak with Kaylee herself to get the answers you seek. She asks you to travel to Corvo and retrieve her husband's wedding ring and return to Derat and tell him the tale.

| A Father's Revenge | |
|---|---|
| Quest Giver | Derat |
| Prerequisite | Kaylee's Bastard |
| Reward | Histacus' Legguards |

Derat asks you to travel to the Border Ranges and Hunt down Histacus, the cowardly dog who raped his daughter and killed his son-in-law. Kill him and take his belongings so that they may offer some small financial comfort to Kaylee. Look for Histacus patrolling the main road with an entourage of Patrolguards.

# THE BORDER RANGES

The Border Ranges

1 Entrance

2 Sergeant Vargus

3 Resurrection Point

# THE BORDER RANGES

For centuries, the mountainous Border Ranges have served as a natural buffer between the martial kingdoms of Aquilonia and Nemedia. Nemedia has long coveted the lands of Aquilonia and only by necessity has Nemedia recently held its lust in check. Now, while their agents work elsewhere to draw the attention of King Conan, Nemedian troops have once again occupied this land in force, overrunning the Aquilonian posts set to watch for such treachery.

**Level: 34 Boss**

Zarathus is inside his tent with two Nemedian Legionnaires. Take him out to cripple the Nemedian advance!

**Level: 32**

These soldiers have been with the Nemedian army long enough to be promoted, but not long enough to gain formidable skill in battle.

**Level: 28**

This commander moved his troops into the ruined village of Corvo. Watch out for his electrifying attacks!

**Level: 32 Minion**

These raw recruits are lucky to remember which end of their sword to point at you.

**Level: 32**

Using their bows to great advantage, these Nemedians often stay at range and pepper you with arrows while you are engaging other troops. Close with them to force them into melee fighting.

**Level: 32 Minion**

Legionnaires are the rank and file soldiers of the Nemedian army. You often encounter them in pairs, alongside tougher troops. Whenever possible, take them out first since they are easy fodder, quickly eliminating them from the fight.

**Level: 33**

Any army without healing capabilities would be severely hampered, and the Nemedians are no exception. When fighting Medics as part of a group, always take them out first to prevent their healing other allies.

**Level: 32**

The Nemedians have a long tradition of acquiring knowledge and Nemedian casters benefit from this cultural treasure. Though they may be scholars, they aren't unused to battle so don't expect an easy fight.

Level: 33

Level: 33 Boss

Level: 33 Minion

In a dark corner of the Border Ranges, an unwise use of magic has awoken these baleful spirits. Though their flesh and muscle has long since been stripped away, these rattling shades can still harm any who seek to pass.

Level: 33 Minion

This Nemedian swaggers along the main road in the Border Ranges. Take him and his three cronies out to exact revenge for Kaylee!

| A Refugee's Tale | |
|---|---|
| Quest Giver | Governor Myrtilos |

Governor Myrtilos asks you to speak with Cariste in the refugee camp. Cariste tells you that the Nemedians captured many people and led them off to the ruins in the north. Report back to Myrtilos after you listen to Cariste. He sends you to speak with Zelata, the mysterious witch-woman who makes her home in a cave to the southeast. She sends you back to Myrtilos who tasks you once gain with seeing the legendary witch-woman and delivering a letter from him.

## ZELATA

Zelata, the famed witch-woman of the Wild Lands, is a power to be respected. The wolves and other creatures of the Wild Lands hearken to her call and her knowledge is very great. Though few dare to approach her, she is a force for good, once having helped King Conan himself! Though the people of Tesso have wronged her in the past, she still works to protect the Wild Lands from the Nemedians and the darker things that have recently awoken in the land.

# THE NEMEDIANS

As is often the case with neighboring kingdoms, the great states of Aquilonia and Nemedia have often warred with each other. Though for a while they have existed in an uneasy peace, Nemedian troops have once again begun to move into the Border Ranges, even pressing into the Aquilonian-held Wild Lands. Nemedians have never shied away from making dangerous alliances to advance their ambitions and there seems to be a hidden connection between their movement and recent activity among the dark ruins in the east.

Second only to Aquilonia in military might, Nemedians are fierce and well prepared fighters. Their soldiers are well-armored and well-trained. Nemedians who follow a calling in the magical and healing arts benefit from a long scholarly tradition in Nemedia. Be prepared when facing them on the battlefield.

Level: 30

Level: 29

Level: 30

These two commanders are the backbone of the Nemedians leading up into Devil's Pass. Take them out to throw the remaining troops into chaos.

Level: 28 Mini Boss

Level: 28, 29

Level: 38

## Protecting the Flock

| Quest Giver | Captain Ignacio |
|---|---|
| Rewards | Ignacio's Jerkin, Ignacio's Kilt, Ignacio's Cap, or Ignacio's Hauberk |

The insulting Captain Ignacio asked you to kill 8 Corrupted Wolves and 4 Starved Dark Beasts to earn his trust and more work. Both creatures are found near Tesso.

## The Battle of Corvo

| Quest Giver | Governor Myrtilos |
|---|---|
| Prerequisite | The Nemedian Incursion |

Rewards Tesso's Glory, Tesso's Honor, Tesso's Strife, or Tesso's Pride

Governor Myrtilos asks you to speak with the Nemedian defector, Dolonus, to figure out a way to drive the Nemedians from Corvo. He suggested killing Commanders Anius and Decima. Once you have their heads, return to Myrtilos who has you set them on poles in the garden.

## The New Threat

| Quest Giver | Governor Myrtilos |
|---|---|
| Prerequisite | A Refugee's Tale |

Governor Myrtilos tasks you with speaking to Sergio, a scout. He is found in the Tesso Gardens. He sends you to Dolonus, a Nemedian defector. Pay him his bribe and return to the Governor with the information you learned. He sends you to find out if Ignacio's men have reported anything unusual.

## The Nemedian Incursion

| Quest Giver | Captain Ignacio |
|---|---|
| Prerequisite | The New Threat |

Ignacio is concerned by the information obtained form Dolonus. He asks you to check on the guards placed in the storeroom beneath the warehouse, guarding the smugglers' tunnels. Speak to the Wounded Aquilonian Soldier. Destroy 6 Explosive Urns, and kill the Nemedian Mage and Nemedian Blademaster.

## Demicus and Naboth

| Quest Giver | Demicus |
|---|---|

Demicus has received a letter from Old Man Naboth, who claims to be the greatest magician in all of Stygia. Deliver Demicus' Research to this magician just in case he is telling the truth. Naboth pursues his research in Khopshef Province.

## Searching for Answers

| Quest Giver | Demicus |
|---|---|
| Rewards | Relentless Hauberk, Robust Tasset, Focus Hood, Grounded Helm |

Demicus wants to find out more about the Dark Beasts, and may have a plan to drive them back. He needs you to collect 5 Corrupted Wolf Intestines and 5 Tainted Wolverine Intestines for his research. Be careful when slaying the beasts, he needs the intestinal slime intact!

## The Beaten Apprentice

| Quest Giver | Oris the Apprentice |
|---|---|
| Reward | Klamath Wine |

The alchemist's apprentice is too afraid to venture outside Tesso to collect the ingredients he needs. Oris asks you to collect 10 Melis Roots on the outskirts of the village.

## Oris' Overture

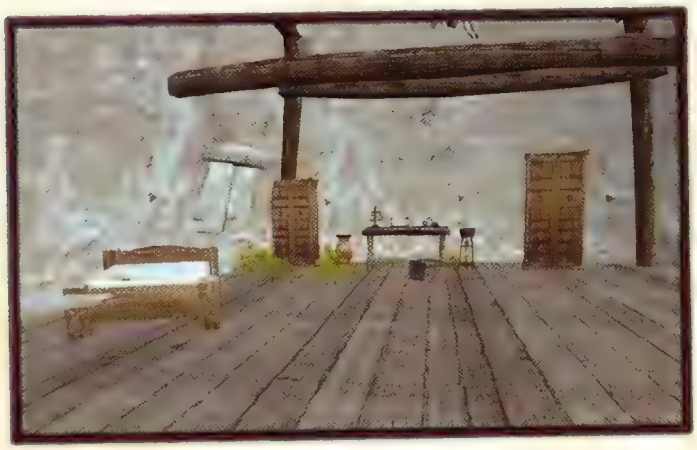
| Quest Giver | Oris the Apprentice |
|---|---|
| Rewards | Klamath Wine or Whorled Matricaria |

Oris has a plan to get back in his master's good graces. He asks you to travel to Conarch Village in Cimmeria to get a recipe for a healing salve from Kaen. To reach Conarch Village, travel to Old Tarantia and speak with Wagoneer Polus to arrange passage. Return to Oris with Kaen's notes.

## The Lost Heirlooms of Kerkyra

| Quest Giver | Nestus |
|---|---|
| Reward | Fried Beans |

Nestus bragged a little bit too much the last time he was in his cups and now his friends are counting on him to retrieve their precious belongings from Kerkyra. He hires you to get the Frappo Family Ring from an Enraged Dark Beast, Melan's Oaken Chest from inside one of the buildings, and a Children's Toybox from one of the houses.



## A Vote's Worth

| Quest Giver | Governor Millias |
|---|---|
| Rewards | Messenger's Boots, Messenger's Slippers, or Messenger's Chain Boots |

Governor Millias left behind his gold when he fled Kerkyra. Travel there and recover his chest from the bottom of the harbor. Millias plans to use this gold to buy the support of certain people throughout Tesso to usurp Governor Myrtilos. Speak with Keyx at the warehouse. Millias sends you next to speak with Adeonus in the church. After speaking with the priest, put the gold in the Collection Plate near the pews.

The donation doesn't buy Adeonus' support; return to Millias with the news. He then sends you to speak with Captain Ignacio. Next, Millias sends you to speak with Leoneus.

## Sense of Fashion

| Quest Giver | Varia the Seamstress |
|---|---|
| Rewards | Arachnid Armbands, Arachnid Tasset, or Arachnid Tunic |

With all of the recent troubles in Tesso, Varia has not been able to replenish her silk supplies. Travel to the Maze in the east and kill the Maratus Lurkers there for the silk in their webs. Gather 9 Spider Silks and return to the Seamstress. Speak with Oris the Apprentice and get the quest, The Spider Queen's Lair before heading out to the Maze.

# THE MAZE

Twisting passages of dark rock and dense brush make up the interior of the Maze. These conditions provide the perfect hiding spot for spiders, Nemedians, and darker beings as well.

The Maze

1 Entrance

# ENEMIES IN THE MAZE

**Level: 27**

**Level: 27**

**Level: 26, 27**

These monstrous spiders are much too big to step on! Watch out for their spindly legs and poisonous bite.

**Level: 27 Boss**

The Nemedians seem to be tucked into every corner of the Wild Lands, and the Maze is no exception. This small camp hasn't made a dent in the local fauna but can prove to be deadly to you if you rush in unprepared. Pick off the Nemedians guarding the edges of the camp before trying to reach the Sergeant at the center.

**Level: 27 Boss**

This demonic spider is mother to all the Maratus who roam the Maze and the surrounding area. More intelligent than her spawn, she puts up a rough fight when challenged.

**Level: 27**

Similar to the Grol in form, these Pond Demons guard their dank, fetid pools with particular viciousness.

**Level: 27**

## Herbal Vitality

| | |
|---|---|
| Quest Giver | Teltus the Alchemist |
| Rewards | Spore Slippers, Apothecary's Cap, or Apothecary's Boots |

Teltus the Alchemist has a job for you. It seems he needs a large quantity of a special herb for a customer in Old Tarantia. Nemedian troops, and especially the Nemedian Field Medics, often carry Packets of these Herbs with them into battle. Retrieve 25 Packets of Herbs form the Nemedians in the Border Ranges and return to Teltus.

## Bring Back the Dead

| | |
|---|---|
| Quest Giver | Adeonus |
| Prerequisite | Mitra's Children |

Adeonus knows that the refugees from Kerkyra cannot begin to truly heal until they have closure. He feels that if they know for certain what happened to their loved ones they will be able to heal and move on. Recover 15 Gnawed Bones from the village and return to Adeonus so he can give them a proper burial.

## A Corpse Far from Home

| | |
|---|---|
| Quest Giver | Adventurer's Corpse |

The much gnawed upon corpse is still clutching a journal in its hand. The pages revealed that this pile of bones once belonged to a Cimmerian named Morc. Travel to the Cimmerian Settlement in Conall's Valley and return the bones to Morc's sister Elethia.

## Illuminating the Darkness

| | |
|---|---|
| Quest Giver | Captain Ignacio |
| Prerequisite | Protecting the Flock |

Ignacio hires you to refill the torches along the outside wall. He believes that the extra light will help keep the Dark Beasts at bay. Speak to Keyx in the warehouse to get the Tallow Oil for the lamps. Once you have the oil, refill 8 torches around the outside wall of Tesso.

## What Creeps Beneath

| | |
|---|---|
| Quest Giver | Keyx |
| Prerequisite | Unfinished Business |

Rewards Malicious Greatsword, Bruising Baton, or Honed Sarissa

Keyx fears that some of the Dark Beasts have found a way into the cellar of the warehouse. Investigate the strange noises. Use the trapdoor on the outside of the warehouse to reach the cellar. Slay 35 Dark Beasts to clear them out for Keyx. After returning to Keyx, speak with Ignacio about the problem.

## Old Secrets

| | |
|---|---|
| Quest Giver | Keyx |
| Prerequisite | What Creeps Beneath |
| Rewards | Golem Sting or Golem Shard |

Keyx believes there is a great treasure hidden in the tunnels beneath Tesso. To unlock the secret you need a password. Travel to Khemi and search for the Stygian Mage, Arses, who may know this secret. You must loosen his tongue with some sour wine. Kalutma, the Wine Merchant in the Souk, can help you out. Return to Arses with the wine and he gives you the password, "ervin." Return to Tesso.

Though you cleaned out the Dark Beasts, Nemedians have now infiltrated the tunnels! Fight through them to the jewel, deep within the tunnels. Once you have it, follow the tunnels back toward the entrance and use the jewel in the door. Once inside you face a Golden Golem! It guards the Forgotten Smuggler's Treasure. Once you eliminate it, grab the treasure and head back out to talk to Keyx.

## Seeds of Desire

| | |
|---|---|
| Quest Giver | Oris the Apprentice |
| Prerequisite | The Beaten Apprentice |
| Reward | Sagewine |

Oris wants you to travel to Kerkyra and harvest 10 of the Maidens' Secret herbs for use in a love potion for Teltus' daughter. This quest is best done at the same time as Bring Back the Dead and The Lost Heirlooms of Kerkyra.

## The Huntress

| | |
|---|---|
| Quest Giver | Captain Ignacio |
| Prerequisite | Illuminating the Darkness |
| Rewards | Dorina's Crossbow and Dorina's Quiver |

Captain Ignacio asks you to track down the huntress Dorina and offer her your help. She roams the hills east of Tesso. Once you locate the huntress, she hires you to thin out the larger predators in the area. Kill 7 Diseased Bears and 7 Tainted Wolverines. Return to her to collect your payment.

## The Demon in the Tree

| | |
|---|---|
| Quest Giver | Adeonus |
| Prerequisite | Thick Heads and Strong Axes |
| Rewards | Hallow Blade, Saintly Pugio, Warmwood Staff |

Adeonus tells you what he knows of the demons that Trathanus described. Records left by his predecessor speak of Maxus the Demon Hunter. Speak to him in the tavern to see if there is a connection.

Maxus tells you of a ritual that must be completed every fifty years to keep a demon trapped. He asks you to bring him a Dark Beast Heart and he will show you how to complete the ritual.

Maxus inscribes a symbol on the heart and instructs you to take it to Adeonus to be blessed. Next, take it to the large tree on the hill near the Grol Camp. Place the heart on the small stone there and be ready to face the demon when it comes. Once you vanquish it, return to speak with Adeonus.

## Demicus' Experiment

| | |
|---|---|
| Quest Giver | Demicus |
| Prerequisite | Searching for Answers |

The intestines you delivered to Demicus weren't enough, and now he needs entrails from other predators in the area. Collect 5 Diseased Bear Entrails and 5 Vile Lynx Entrails for his research.

## Strongarm Tactics

| | |
|---|---|
| Quest Giver | Governor Millias |
| Prerequisite | A Vote's Worth |
| Reward | Governor's Guard |

Millias has a rather devious plan to convince Leoneus to support his cause. Locate Leoneus' farm and burn it to the ground. The property is between Kerkyra and Corvo. Millias gives Leoneus the funds to rebuild if he promises his support to the governor. Leoneus agrees; let Millias know.

## The Spider Queen's Lair

| | |
|---|---|
| Quest Giver | Oris the Apprentice |
| Prerequisite | Seeds of Desire |
| Rewards | Arachnid Band or Arachnid Crushers |

Oris' master has asked him to prepare a poison. The ingredients are dangerous to collect so he asks you to get them for him. Travel to the Maze in the east and get 10 spider Egg Sacs and 7 Black Cohosh Stems. Pick up the quest Sense of Fashion before heading out of Tesso for this quest.

## Proving Your Worth

| | |
|---|---|
| Quest Giver | Zelata |

To earn her trust, Zelata tasks you with collecting 12 Nemedian Medallions and the tattoos of Salaeus, one of the Nemedian commanders in the nearby camp. Return to her with these tokens when you are finished.

## The Witch's Brew

| | |
|---|---|
| Quest Giver | Zelata |
| Prerequisite | Proving Your Worth |
| Rewards | Miasmacies, Aegrus Mal, or Venakis |

Zelata asks you to slow the Nemedian advance by poisoning the troops in Corvo. Head to Tesso and speak with Oris the Apprentice to get a suitable poison. Head to Corvo and place the poison in their water barrels and report back to Zelata after the deed is done.

## Lifting the Curse

| | |
|---|---|
| Quest Giver | Zelata |
| Prerequisite | The Cursed Scroll |

Zelta helps you interpret your vision. You must journey inside the Sanctum of Burning Souls and Place the Scroll on the Stand in the Sanctum. Though you usually need a group to venture into the Sanctum, you won't need one for this quest. The stand is close to the entrance and it isn't necessary to face any of the dark creatures roaming the ruins to reach your goal.

## Tearing the Veil

| | |
|---|---|
| Quest Giver | Zelata |
| Prerequisite | The Witch's Brew |

Rewards Quellshadow Grips, Ghostripper Gauntlets, Shadowscorn Heavy Guantlets, or Spirit Purge Gloves

A dark power has awoken the restless spirits of Acheron and they must be stopped! Enter the Sanctum of the Burning Souls, to the north, and kill 10 Drowned Ones and 2 Acheronian Spirits. This is a group quest.

## Immortal Acheron

| | |
|---|---|
| Quest Giver | Zelata |
| Prerequisite | The Witch's Brew |
| Reward | Spellbane Mantle |

An ancient evil in the Acheronian ruins to the north is behind all of the troubles facing the Wild Lands. Kill the Acheronian Warlord to remove the taint from the land. This is a group quest.

## The Curse of Flies

| | |
|---|---|
| Quest Giver | Ur-Emnet |

A former member of the Black Ring, Ur-Emnet asks you to recover a cursed artifact from the ruins at the top of the hill. The only way you can open the chest is to have a curse placed on you. If you don't return to Ur-Emnet in time, the curse proves fatal. After accepting the quest, quickly grab the artifact and head directly back to Ur-Emnet to as if your life depends on how fast you get there, because it does.

## The Weakest Link

| | |
|---|---|
| Quest Giver | Ur-Emnet |
| Prerequisite | The Curse of Flies |

Now that he has the artifact, Ur-Emnet is ready to seek his revenge on those that cast him out. He asks you to find and kill Geb-Siris, his former master. He is within the Sanctum of the Burning Souls.

## Primitive Origins

| | |
|---|---|
| Quest Giver | Odd Skull |
| Prerequisite | The Weakest Link |

When you kill Geb-Siris, you find a bizarre skull. Take it to the scholar, Gaurus, in Tarantia who is willing to purchase it from you.

## THE OUTCASTS

To the north of Tesso, another, much smaller village survives. Former denizens of Tesso that have been struck and disfigured by the plague have formed their own community. Unwelcome in Tesso, they nevertheless have ties to the townspeople there. Earn their trust and they reward you for your help making contact with loved ones.

### Dangerous Ambitions

| | |
|---|---|
| Quest Giver | Juverna |
| Rewards | Devilsmead |

Juverna needs medical supplies and Adeonus has none to spare since the refugees came to Tesso. Steal the 6 of the supplies form the Nemedian Supply Camps to the east and return to Juverna for your reward. The supplies are difficult to see in the foliage, so look closely near the tents.

### Liniment of Pulchritude

| | |
|---|---|
| Quest Giver | Juverna |

Juverna knows she can cure the Outcasts. She sent some of the outcasts to recover the necessary ingredients but they did not return. Seek out Senecus and his men and recover the Sap of the Cruort from him One of the Nemedians stole the Janus Flower. Slay the Nemedians in the pass below to recover the flower. Once you find the plant, take it to Adeonus in Tesso so he can brew an ointment. When Adeoneus is done, take the ointment to Juverna.

### The Wounded Child

| | |
|---|---|
| Quest Giver | Aexelus |
| Rewards | Darkhide Tasset, Vagrant Tunic, Pariah's Tasset, or Exile's Boots |

Aexelus, the leader of the Outcasts, needs you to find a young blind girl who went missing from camp during the night. When searching for her, watch your targeting bar once you get close to the waypoint marker. She sometimes hides and can be difficult to see. Bring her to Juverna, the healer, once you find her.

### Tainted Beddings

| | |
|---|---|
| Quest Giver | Septus |
| Rewards | Outcast's Lament or Outcast's Wrath |

Septus wants revenge on the Nemedian dogs who sickened him and his men. He gives you some very tainted blankets and asks you to sneak them into the Nemedian supply camp to spread the plague to them. Look for the Nemedian blankets inside and near their tents so you can add the tainted ones to their stacks.

### Devil's Pass

| | |
|---|---|
| Quest Giver | Athero |
| Prerequisite | The Wounded Child |
| Reward | Outcast's Grievance |

Athero tells you of a monstrous beast that dwells near Devil's Pass. Clear this area of the Seasoned Bears and patrolling Nemedians who frequently walk past the area before luring the Enormous Bear out into the open by placing a basket of berries on the flat stone. After you slay the creature, take its head to Nestor, the Taxidermist in Old Tarantia and then deliver it to Dascus in the Green Man Inn. The innkeeper sends you back to Athero with a letter.

### Gift from a Stranger

| | |
|---|---|
| Quest Giver | Manto |

Long ago, Manto and his wife contracted the plague. They left their young son, Pero, in the care of Adeonus, the priest. Manto asks you to deliver a short sword to Pero. Pero doesn't know his father still lives, and Manto has asked that you keep this information to yourself.

### Disquiet Dreams

| | |
|---|---|
| Quest Giver | Reburrus |

Long ago, Reburrus murdered the two Allias brothers and buried them in the shadow of the ruins. Now, his dreams are haunted by visions of them returning to life and hungering for his blood! Seek out the shallow graves to the left and right of the rope bridge near the ruins. Slay the undead brothers and return to Reburrus with news of your deed.

### The Darkest Nightmare

| | |
|---|---|
| Quest Giver | Reburrus |
| Prerequisite | Disquiet Dreams |

Though you've killed the two Allias brothers, Reburrus tells you of a third brother, Tyranus, who he was forced to kill to keep his secret. He buried the body near the abandoned house to the south. Reburrus now dreams that Tyranus once again walks among the living, eager to seek his revenge. Search for him near the abandoned house but be warned. He was a difficult foe in life and death has made him even more powerful. This is a group quest.

### Dark Beast Repellant

| | |
|---|---|
| Quest Giver | Demicus |
| Prerequisite | Demicus' Experiment |
| Rewards | Clawed Dagger or Clawed Club |

Demicus sends you outside of Tesso with the smelly unguent he prepared. Travel to Kerkyra until you are close enough to a Dark Beast to see its reaction. You don't need to go all the way to the doomed town, just approach the closest Dark Beast you see. Return to Demicus to report your findings.

### The Party

| | |
|---|---|
| Quest Giver | Governor Millias |
| Prerequisite | Strongarm Tactics |

The exiled governor wishes to get the support of the common people and plans to throw a party to win them over. He asks you to travel to three locations. In Cimmeria, retrieve Ale from the Serving Wench in Conarch Village. In Stygia procure exotic foods from Atun the Meat Merchant. Finally, visit Tarantia for some of Madame Zila's entertainment. Return to Millias with their Promissory Notes to collect your payment.

### A Matter of Pride

| | |
|---|---|
| Quest Giver | Captain Ignacio |
| Prerequisite | The Northern Pass |

Captain Ignacio hates the fact that he has been forbidden by governor Myrtilos to hunt down the Plague Bandits and their leader. He hires you to travel the northern Wild Lands and search for the bandit leader. Look for Pelinthus at his camp in the north.

### The Albino Dark Beast

| | |
|---|---|
| Quest Giver | Dorina |
| Prerequisite | The Huntress |

Rewards Fera Balteus, Carbasa Cingulum, or Caliga Tergus

Dorina says that killing the Albino Dark Beast will go a long way toward helping the people in the Wild Lands. Kill it and skin the strange beast to earn some coin from Nestor in Old Tarantia.

| The Last Hero | |
|---|---|
| Quest Giver | Phaedra |
| Reward | Phaedra's Blackstone |

Phaedra's companion, Torian, drew the Nemedian forces away from her, into the Maze. Enter the maze and find Torian near the Nemedian camp in the Maze. Let Phaedra know what you find.

| Traitorous Dogs | |
|---|---|
| Quest Giver | Balthus |
| Reward | Balthas' Bow |

Balthas, a wounded Aquilonian soldier outside the Border Ranges, asks you to find and slaughter a band of treasonous mercenaries and their leader, Greven. Hunt for this scum in the Border Ranges. Get 5 Aquilonian Rings and Greven's Ring for Balthus.

| The Soldier's Reprieve | |
|---|---|
| Quest Giver | Sergeant Vargus |
| Prerequisite | The Lost Regiment |
| Rewards | Vargus' Helm or Vargus' Chestguard |

Sergeant Vargus and his few remaining men are caught between the Nemedian army and a band of roving Dark Beasts. Clear their campsite to the north of 14 of the vicious beasts so that his men can gather their equipment.

| Reconnaissance | |
|---|---|
| Quest Giver | Sergeant Vargus |
| Prerequisite | The Soldier's Reprieve |

Sergeant Vargus asks you to make contact with Artax the Scout and see what you can learn about Nemedian troop movements.

| Breaking the Spearhead | |
|---|---|
| Quest Giver | Artax the Scout |
| Prerequisite | Reconnaissance |
| Rewards | Aquilonian Defender and Aquilonian Might, Aquilonian Star, or Aquilonian Fury. |

According to Artax, the Nemedians are here in force and must be stopped. Take out the Nemedian Commander, General Zarathus and free the Aquilonian Captives to slow down the enemy army. Save yourself some time by working through Nestor's quest line to Flaying Zarathus before continuing on this one.

| A Triumphant Return | |
|---|---|
| Quest Giver | Sergeant Vargus |
| Prerequisite | Breaking the Spearhead |
| Reward | Valorous Carcanet |

After all you've done, Vargus sends you to Commander Drusco in Tesso with important documents concerning the events in the Border Ranges.

| The Sanctity of Slaughter | |
|---|---|
| Quest Giver | Melkar |
| Reward | Spirited Duskmead or Bloodamber Brew |

Upon entering the Sanctum you see an ancient spirit named Melkar. He explains that the power of the sacrificial altar has been awoken. To stop it you must cleanse this altar with the Ritual Chalice. Pick up the Ritual Chalice from a Vengeful Drowned one on the lower level of the Sanctum.

| Fetching Fungi | |
|---|---|
| Quest Giver | Teltus |
| Prerequisite | Herbal Vitality |
| Rewards | Spirited Duskmean or Bloodamber Brew |

Teltus the Alchemist asks you to travel to the Sanctum of the Burning Souls and collect 5 Graval Fungi, 4 Kowers Mushrooms, and 2 Tagre Lichen. These grow throughout the ruins. It is a good idea to collect the other quests that take you into the Sanctum before venturing in to harvest the fungi.

| Octavia's Fate | |
|---|---|
| Quest Giver | Luciano |

Luciano suspects that Egidio, one of the refugees from Kerkyra, is lying about the fate of his wife, Octavia. Luciano asks you to go to Kerkyra and search for any clues to Octavia's fate. Return to Luciano with whatever you find.

| Treachery and Deception | |
|---|---|
| Quest Giver | Luciano |
| Prerequisite | Octavia's Fate |
| Reward | Ring of Broken Promises |

Luciano believes that Egidio murdered Octavia! Speak to Egidio who tells you his side of the story. He sends you to speak to his sister-in-law, Nelia near the inn. Nelia tells you to go to the Nemedian camp in Corvo and kill Thrasius, her sister's sometime lover.

| Desperate Men | |
|---|---|
| Quest Giver | Pelinthus |
| Prerequisite | A Matter of Pride |

Pelinthus, the leader of the Plague Bandits, asks you to deliver supplies to his scouts watching the Nemedian mercenary camp. Travel to Tesso and Speak to Keyx to get the supplies and deliver them to the three appreciative scouts.

| Scavenging | |
|---|---|
| Quest Giver | Pelinthus |
| Prerequisite | Desperate Men |

Pelinthus asks you to recover some weapons for his men from the Nemedian Mercenaries. He needs 7 Mercenary Swords, 5 Mercenary Axes, and 12 Mercenary Bows. Kill the Nemedian Mercenaries in the camp to the east. While you can scavenge weapons off of any mercenary, the scouts are most likely to have multiple weapons. Return the weapons to Pelinthus when you are finished.

# THE NEMEDIAN MERCENARIES

Though Nemedia has a large regular army, they are always glad to make use of mercenaries as well. These soldiers fight for the highest bidder and carry the weapons that Pelinthus needs.

**Level: 38, 39**

**Level: 39 Boss**

**Level: 39**

**Level: 28**

**Level: 38**

**Level: 20 Minion**

After you slay Thrasius, Octavia comes rushing out to save her lover, along with her pets. Though your goal wasn't to kill her, she leaves you little choice and deserves her fate for all the heartache she has caused.

| The Mercenary Leader | |
|---|---|
| Quest Giver | Pelinthus |
| Prerequisite | Scavenging |
| Rewards | Merciless Spear or Merciless Crossbow |

The mercenaries are held together mostly by the strong will of their leader. Find and eliminate him to break their strength of purpose and send them skulking away in small, easily managed numbers.

| The Rogue Bandits | |
|---|---|
| Quest Giver | Pelinthus |
| Prerequisite | Desperate Men |
| Rewards | Plague Bandit's Axe, Plague Bandit's Stilleto, or Plague Bandit's Hasta |

Some of Pelinthus' men have gone rogue and he fears they may be a danger to the Outcasts and Tesso. Kill the Rogue Bandit Leader and collect 6 Well-made Swords off of his cohorts.

| The Spirit's Lament | |
|---|---|
| Quest Giver | Weary Spirit |

The Weary Spirit asks for you aid in moving on to the next world. Speak with Adeonus in Tesso who then sends you to more knowledgeable priests in Old Tarantia. Speak to the Mitran Priest in the Temple of Mitra in the city. Return to the Weary Spirit with the vial of Blessed Water to free him from his curse.

| A Spirit Chained | |
|---|---|
| Quest Giver | Melkar |
| Prerequisite | Sanctity of Slaughter |

Melkar asks you to free his soul from the statue where it is imprisoned. When you find it, destroy the statue to free him from this plane.

# The Sanctum of the Burning Souls

Second only to the capital Python, the dark heart of the empire, Pyrrophlagalon, once housed some of the most powerful members of Acheronian nobility. Ixion the Devourer ruled this dark place with his sons, the terrible sorcerer Xaltotun and the legendary martial commander, Dhurkhan Blackblade.

For millennia the blood soaked stones of the Sanctum have stood silent, washed clean, if still stained, by the deluge that swallowed Acheron. Though forever tainted and home to unwholesome creatures, the ruins served as a reminder of the atrocities of a distant past and posed no real threat to the surrounding lands of this age.

Recently, this has changed. Now, the scarred and ancient altars that have lain bare for centuries are once again engored with an abundance of unwilling sacrifices. Darkness in several guises walks among the abandoned streets and emptied temples, bringing life, of a sort, to this dead place as remnants of mighty Acheron stir. If you choose to enter this unhallowed place, make sure you bring stalwart companions with you. For no longer do the stones echo emptily only with the sour memory of past atrocities.

Within the Sanctum, the blood flows once again.

Sanctum of the Burning Souls

| | | | |
|---|---|---|---|
| 1 | Entrance | 6 | Ancient Dark Beast |
| 2 | Melkar | 7 | Ancient Blood Defiler |
| 3 | Resurrection Points | 8 | Princess Akivasha |
| 4 | Gate | 9 | Acheronian Warlord |
| 5 | Vengeful Drowned One | | |

# Enemies in the Sanctum

**Level: 37**

The great spiders that make their home among these ruins have soaked up millennia's worth of malevolence. They are extremely territorial and not only attack you, but also any of the undead who venture too close.

**Level: 37**

**Level: 37**

**Level: 37, 38**

**Level: 37, 38**

Echoes of the power that once reigned here kept the corpses of these myrmidons from rotting to dust during the long age this city lay dormant. Now they rise again in death to perform the dark tasks they once performed in life.

**Level: 37, 38 Minion**

When the Sanctum drowned under the deluge, its citizens weren't the only creatures to perish. Brought back from death, these Rotting Hounds still seek to serve their masters.

**Level: 38**

This unfortunate undead is much weaker than its fellows and is killed much more easily.

**Level: 38 Boss**

The most powerful Drowned One you face, this creature holds the Ritual Chalice you need for the quest The Sanctity of Slaughter. This Drowned One isn't a particularly tricky foe, but it does hit hard and can take quite a bit of damage.

**Level: 38 Minion**

These warped arachnids wander all around the Vengeful Drowned One. As Minions, they die pretty quickly so take them out early in the fight so you don't have to deal with their damage while facing the boss.

**Level: 38**

Now that they have served their purpose, the Black Ring has little use for the Nemedian Soldiers who delivered the captives from Corvo. These soldiers face off against their former allies in a portion of the city. Just because they are involved which each other, don't for a second think that both sides aren't just as happy slaughtering you.

**Level: 39 Boss**

The Ancient Blood Defiler puts out more damage than the other bosses you have faced so far in the Sanctum. Keep everyone in the party, especially the tank, fully healed at all times. The fight can be a long one, so come prepared with potions to augment the healing capabilities of your party members, not only for health but also for stamina and mana as well.

**Level: 38**

**Level 39 Boss**

This Stygian Princess first lived millennia ago, in the flower of Acheronian power. The power in this place called to her and here she serves the same power she always has, making the stones once again run red with the blood of life. Akivasha walks back and forth between the edge of the Blood Defiler's pool and the gate.

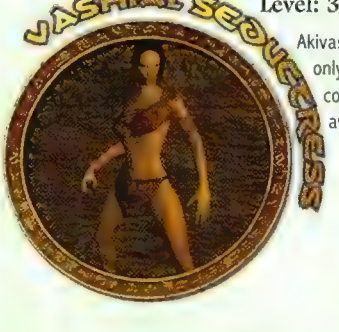
**Level: 38**

Members of the Black Ring are chosen from among the most devoted, and powerful, of Set's followers. Now ruled by Thoth-Amon, these chosen few have journeyed to the dark ruins of this ancient Acheronian city to seek out knowledge or power that may be of use to the sorcerer.

**Level: 39 Minion**

**Level: 39**

These malefic creatures have scaly armored skin and sharp spikes, which mark these beasts as much different than those you faced before. Have your more heavily armored teammates mount the stairs first, to take the brunt of their attack.




**Level: 39 Minion**

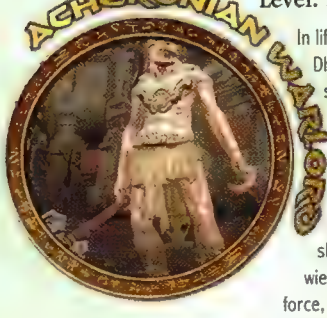
Akivasha's Vashial Minions literally live only to serve her and gladly drain your corpse to feed the eldritch powers now awakened in this place.

**Level: 39 Boss**

Use the ritual Chalice on the Altar to summon the Ancient Dark Beast. Take it down quickly lest it defile the freshly cleansed altar using your corpse.

**Level: 39, 40**

The most stalwart defenders in all of Hyboria, these guards are still standing duty after thousands of years.




**Level: 39 Boss**

In life, when he had a name, he was known as Dhurkhan Blackblade. Brother to the great sorcerer, Xaltotun, Blackblade led the army of Acheron as it crushed the nations of Hyboria under its inexorable tread. Now, though he no longer commands a great army, the Acheronian Warlord is no less formidable a foe. Standing head and shoulders above even the tallest man, he wields his massive edged mace with deadly force, crushing the bones and pulping the sinew of any who dare to stand against him.

# The Noble District

The Noble District of Tarantia was once the flower of the city. Boasting massive villas, upscale markets, and beautiful gardens, it outshone even the rest of this ancient capital. Now, however, this portion of the city is much more dangerous than Old Tarantia has ever been. Bandits and escaped prisoners have infested the very sewers and even the streets are no longer safe.

Long has the rival nation of Nemedia looked toward shining Aquilonia with a covetous eye, only to be thwarted by her rulers time and again. At last, with some inside help, the Nemedian army has gained a foothold within the city itself! King Conan's fierce personal guard, the Black Dragons, are doing everything they can to root out these dogs, but they have barricaded themselves in parts of the Noble District, tenaciously holding on to the territory now under their control.

Noble District

1. To Old Tarantia
   Cario
   Amedies
2. Watch Captain Falco
3. Brother Persus
4. Resurrection Point
5. Mordanticus
6. Varaconn
7. Ventor
8. Baltamheb
9. Tremerus
10. The Catacombs
11. Varius
12. Juna the Cook
13. Oxidaria
14. Preacher of Mitra
15. Leanne
16. Brother Durio
17. Little Vitana
18. Cunna
19. Aurentus
20. Archpriest Zyras
21. Quatruus
22. King Conan's Castle
    Wulfhere
    Aelfrith
    Ambassador Nidas
    Dexitheus
    Chancellor Publius
    Prospero
    Pallantides
    King Conan
23. Watchman Carnifex
24. Inspector Quinto
25. Aviton
26. Lacius
27. Geta
28. Andeucca
29. Argentum (Vendor)
30. Amophia
    Zhu-Khang
31. Balrak the Butcher
32. Olephios
33. Iunia
34. Ansgar Bloodbanner
35. Abaris
36. Varo
37. Armsman's Tavern
    Eliane
    Feronia
    Servius
    Marco
    Juan
    Luco the Bouncer
    Dimintus
    Travius Blackthongue
    Sarissa
    Delonius
    Gaurus
    Aquilus
    Countess Albiona
    Nathanial
    Gavion
38. Venetios
39. Adretta
40. Spurius
41. Junk Seller
42. Sharva of Khemi
    Scrofa
43. Catus
44. Caeca (Potion Merchant)
45. Corda (Food and Drink Merchant)
46. Asina
47. The Astrologer
48. Rahim
    Sorina
49. Lord Cittinus
50. Lady Verde's Bodyguard
51. Villa Verde
52. Villa Lentulus
53. Villa Amiel
54. Villa Paetus
55. Villa Camillus
56. Lieutenant Darian
57. Abandoned Freshwater System
58. Neris
59. Latro
60. Varro
* Black Dragon Guard Posts

# THE NEMEDIANS

The Kingdom of Nemedia has always kept a large standing army. Well trained and loyal, its professional soldiers are feared by all the lands under its control. These troops have now infiltrated the Noble District like a cancer in the heart of the city.

**Level: 41**

Though they are deadly with a bow, their melee skills leave much to be desired. Move in close to them to force them to abandon their bows for their weaker melee weapons.

**Level: 41**

While they aren't that dangerous on their own, Healers make any battle twice as hard just by doing their job. Take out the Healer first whenever possible.

**Level: 41**

These basic soldiers are handy with a blade and especially like it when the fight is stacked in their favor.

**Level: 41**

Master of the blackest arts, even Apprentice Necromancers can control the power of death and raise the dead.

**Level: 41**

Like the Skulkers, Raiders are trained in close combat. They are slightly more heavily armored than the Skulkers.

**Level: 41-42**

These macabre servants are loyal to their Nemedian masters and make up in aggression what they lack in will.

**Level: 41**

Nemedia has a long tradition of producing highly skilled battle mages. Their spells can be dangerous, but like most of their arcane brethren, they aren't well protected.

**Level: 41 Boss**

This wily fighter is surrounded by other Nemedians, so be prepared for battle before facing him.

**Level: 41**

Like Archers, Nemedian Assassins are skilled with a bow, but also deal out quick, deadly strikes.

## Assault on Tarantia

Quest Giver: Cario

Cario doesn't dare leave his post to deliver his report to Watch Captain Falco. Take the report up the road to the Black Dragon Barracks which you can reach by taking the first right on the road.

## Armsman's Tavern

Quest Giver: Amedies

The trader Amedies is worried about his lazy son not delivering supplies as he should. Find Larius in the Noble's market and get the supplies. Next, deliver them to Juan at the Armsman's Tavern.

## Death From Above

Quest Giver: Watch Captain Falco

Falco asks you to kill 8 of the Nemedian Archers that are keeping his men pinned down in the barracks. The Archers are standing on the rooftops surrounding the barracks. To reach the first group of archers, battle past the Nemedians manning the barricade near the barracks and take out the Archers to the right, on the other side of the hedges.

Once you take out these three, head back across the shrubbery and battle through any Nemedians on the ground to reach the climbing point on the opposite wall. Climb up and move carefully along the wall, eliminating the Archers as you go. You must carefully move around decorative parts of the building so that you don't fall off.

## Burning the Barricades

Quest Giver: Watch Captain Falco

Prerequisite: Death from Above

Watch Captain Falco can use your help again. The Nemedians are holding their positions behind makeshift barricades. Set fire to 6 Enemy Fortifications and report back to him.

## The Orphans in the Hovel

Quest Giver: Neris

Neris and Galeria are orphans trying to make their way in the world. Even though it is dangerous, Galeria often goes down into the sewer to search for items they can use or sell. She has been gone a long time and Neris asks you to find her. She is being held by Bandits in the Cistern, not too far from the entrance. Defeat her Captor to free her. This is a group quest.

# THE CISTERN

Below the city streets lies a complex system of sewer tunnels. Neglected by the city's nobles, it has become a haven for bandits and other criminals. The enemies found in this area are exceedingly tough and you should bring allies if you choose to venture inside.

**Level 50**

This bandit has his slimy hands all over Galeria. Defeat him to free the girl! He is especially tough, so be prepared to counter his rough blows.

**Level: 49-53**

Perhaps not as skilled as those trained in the great temples of Stygia or the libraries of Nemedia, these Bandit Mages do wield considerable power, especially for people who skulk around in the sewer.

**Level: 49-53**

These rough individuals won't think twice about cutting you to get to your coin purse. They use melee attacks and prefer the odds stacked in their favor.

**Level: 49-53 Minion**

Though not nearly as vicious as their masters, these dogs are only a nuisance on their own, but can cause trouble when paired with their owners.

**Level: 53 Boss**

Oak is an impossible foe to face alone. Bring allies if you hope to retrieve his tongue.

**Level: 52-54**

These bowmen do harsh damage with their shots. Try to position yourself where they can't fire on you, or move into close range, forcing them into melee combat.

**Level: 55 Boss**

Marcelin is tougher than the other Escaped Prisoners. Bring some allies and silence his bragging ways forever!

**Level: 52-54 Minion**

**Level: 52-54**

These foes come in both caster and melee varieties. Take out the casters first whenever possible.

**Level: 52-54**

Crooks and Scoundrels are less hardened criminals than the other Escaped Prisoners, but they fight just as dirty!

**Level: 55 Boss**

Alcippe is one tough courtesan. She is hiding in the sewers among the Escaped Prisoners.

**Level: 80 Boss**

Kephalos attacks very quickly, so watch out for his meaty fists.

**Level 54 Boss**

This mangy cur has been the bane of small pets throughout the area. Watch out for his sharp teeth and get vengeance for all the little yapping dogs he swallowed up.

**Level: 53 Boss**

**Renato Savil is a tough boss. Keep your health topped off as much as possible when you face him.**

**Level: 53 Boss**

The Sewer King is mad. He fancies himself the heir of Acheron based on some ancient tome in his possession.

**Level: 54 Boss**

Titus is in the sewers with the other trash. Watch out for his large hammer.

## Oak's Scorn

| Quest Giver | Iunia |
|---|---|

Iunia has an unsavory task for you. Find Oak in the sewers and cut out his scornful tongue. This is a Group Quest.

## Crimes of Passion

| Quest Giver | Aviton |
|---|---|

Aviton asks you to find Marcelin and kill him for his role in the murder of Aviton's love, Donma. Look for him deep in the sewers, hiding from the law. This is a Group Quest.

## Sin's of the Father's Whore

| Quest Giver | Geta |
|---|---|

Alcippe, a Zingaran whore, murdered her patron, Lord Garus. Geta hires you to see out Alcippe in the sewers and to bring him her heart. This is a Group Quest.

## Rabid Revenge

| Quest Giver | Olephos |
|---|---|

The vicious Alpha Male killed Olephos' poor little dog, Ofid. He asks you to exact his revenge! This is a Group Quest.

## The Uncrowning of A King

| Quest Giver | Venetios |
|---|---|

Venetios asks you to kill the Sewer King. This is a Group Quest.

## Doctor's Orders

| Quest Giver | Abaris |
|---|---|

Abaris needs more ingredients for his medicine. Find 10 Black Toadstools in the sewers and return to Abaris. While you don't need a group to pick up the Toadstools, you want to bring friends along for the bandits all around them.

## Lady of Villa Verde

| Quest Giver | Lady Verde's Bodyguard |
|---|---|

Lady Verde is trapped inside her villa, held captive by Vandals! Enter the villa and free her from their care. You must fight through many Vandals, but you eventually find her on the upper floor, guarded by Kephalos the Cruel. The enemy Vandals in the villa are the same level as you, and are numerous, so be cautious!

## Noble Valuables

| Quest Giver | Lady Verde's Bodyguard |
|---|---|
| Prerequisite | Lady of Villa Verde |

Though the Lady herself is now safe, her precious belongings are still inside the Villa. Enter and Retrieve 5 of Lady Verde's belongings. This is a repeatable quest. The Bodyguard is happy to pay you to ferry her treasures to safety. Any of the Vandals in the Villa may be carrying her belongings.

## The Sacrifice

| Quest Giver | Varius |
|---|---|

Varius has spotted the shaman, Zukas, here in the Noble District. He asks you to stop the mad shaman before he summons a horrible Slug Demon here as he did in the Border Kingdom. Enter the sewers and find Zukas.

## The Chef

| Quest Giver | Juan |
|---|---|

Chef Vibius has brought dishonor to Juan! Go to the Villa Amiel and slay Vibius. All the Villa Amiel foes are your level. When you slay him, he drops a recipe which gives you the quest, Juan's Apprentice.

## Juan's Apprentice

| Quest Giver | Recipe |
|---|---|
| Prequisite | The Chef |

Deliver the Lynx Stew Recipe to Juan's Apprentice, Marco.

## Obtaining the Noble Arena Key

| Quest Giver | Luco the Bouncer |
|---|---|

Speak to Aquilus, who challenges you to a duel, offering to tell you the secret to the backroom if you win. After beating Aquilus, you learn the pass-phrase to give to Luco, "Blood for gold, tears for steel and honor for those that seek it."

## The Arena Quests

| Quest Giver | Announcer Melotedus |
|---|---|

The Arena beneath the Armsman's Tavern is host to many exotic creatures. If you are feeling lucky you can pit your skill against the hungry creatures here for a fight to the death! You must face the creatures in the order presented here, working up the ranks to the greatest challenge!

| | |
|---|---|
| Arena Bear | Level: 40 Boss |
| Arena Panther | Level: 41 Boss |

| | |
|---|---|
| Arena Snow Leopard | Level: 42 Boss (Rewards: Leopardbane Slippers, Brutal Stompers, Furpadded Combat Boots, or Pounce Shoes.) |
| Arena Tiger | Level: 46 Boss (Rewards: Tigerbane Sash, Combat Girdle, Tigerhide Girdle, or Tigris Belt) |

| | |
|---|---|
| Arena Gorilla | Level: 48 Boss (Rewards: Silverback Cloak, Fanged Necklace, Mourning Trinket, or Burnished Ring) |
| Arena Sabretooth | Level: 50 Boss (Rewards: Bloodcoat Tunic, Tigerbane Robe, Beastfur Tunic, Beastgore Jerkin, or Twintusk Hauberk) |

| | |
|---|---|
| Arena Lion | Level: 52 Boss (Rewards: Leonid Headband, Leonid Helm, Leonid Cap, Leonid Battlehelm) |
| Arena Swamp Demon | Level 54 Boss (Rewards: Demonwrap Armbands, Bloodletter Armguards, Shadowtaing Armbands, or Wartorn Armguards) |

| | |
|---|---|
| Frenzied Arena Dark Beast | Level: 56 Boss (Rewards: Arena Wrist-strap, Arena Wristbands, Arena Bracers, Arena Vambraces) |
| Arena Mantis Man | Level: 58 Boss (Rewards: Beasts Destruction, Rockcrusher, Hellmouth Bow, Throatpiercer, Spineslasher, Whirlwind, Warstorm, or Edge of Destiny) |
| Arena Pict Chief | Level: 40 Boss |

## TEAM BATTLES

You have risen into the ranks for fabled fighters. The fights you face in the arena at this point should only be undertaken with staunch allies at your side.

| | |
|---|---|
| Arena One Armed Gladiator | Level 42 Boss |
| Arena Blasphemous Bulk | Level: 44 Boss (Rewards: Blasphemous Bow or Death's Reach) |
| Arena Werewolf Slasher | Level: 46 Boss (Rewards: Bane Dagger or Deadblow) |
| Arena Waxman | Level: 48 Boss (Rewards: Waxed Greathammer, Waxed Crossbow, or Waxed Blade) |
| Arena Black One | Level: 50 Boss (Rewards: Bloodsinger, Cry for War, Dark Cover, or Grimband Leggings) |
| Arena Laskaris Minion | Level: 52 Boss (Rewards: Gutstrap, Whispersilk Drape, Blackgrasp, or Deathmark) |
| Arena Ghoul Guardian | Level: 54 Boss (Rewards: Stalwart Ring, Softwalk Sandals, Vortex Gem, Gleamlink Chestguard) |
| Arena Giant King | Level: 56 Boss (Rewards: Shoulders of the Brazen Heart, Gale, Strength of the Legion, or Bloodstreak) |
| Arena Undead Axema | Level: 58 Boss (Rewards: Saintly Protector, Jagged Cut, or Deepwound) |

### Herbs in Villa Amiel

| | |
|---|---|
| Quest Giver | Marco |
| Prerequisite | Juan's Apprentice |

Collect 5 Herbs from the Garden in Villa Amiel. The Villa Amiel guards are your level, and won't take kindly to you rifling through their garden.

### The Thief

| | |
|---|---|
| Quest Giver | Sarissa |

Sarissa has an issue with Gurges the Nimble. Enter Villa Lentulus and teach him what happens to those who earn her displeasure. The foes inside Villa Lentulus are your level, so be careful when seeking out the thief.

### A Fool's Dream

| | |
|---|---|
| Quest Giver | Sarissa |
| Prerequisite | The Thief |

Steal 5 Valuables from Villa Lentulus and return to Sarissa. The foes inside are your level, and quite numerous.

### Paetus and the Nemedian Crown

| | |
|---|---|
| Quest Giver | Gavion |

Gavion tasks you with discovering a connection between Lord Paetus and the Nemedian Crown. Enter Villa Paetus and see what you can find out. The foes inside the villa are your level.

### Assassination Amongst Thieves

| | |
|---|---|
| Quest Giver | Latro |

Latro has a job for you. Kill Titus Sempronius and return to the thief for your reward.

### Merchant of Khitan

| | |
|---|---|
| Quest Giver | Zhu-Khang |

Zhu-Kang, a very strange fellow, claims to sell gold. Deliver the Bag of Gold to Lord Cittinus near the villas.

### Concealing the Chinks

| | |
|---|---|
| Quest Giver | Watch Captain Falco |

Watch Captain Falco needs your help in fooling the Nemedians. Gather 8 Empty Suits of Armor and place them on the dummies to make the Nemedians think there are actually more soldiers than Falco still has under his command.

## Cleaning the Streets

| Quest Giver | Watch Captain Falco |
|---|---|
| Prerequisite | Concealing the Chink |

s

Watch Captain Falco once again asks for your help with the growing Nemedian problem. He asks you to kill 10 Nemedian Soldiers and destroy the Nemedian Mercenary Leader!

## Tongue of the Raven

| Quest Giver | Letter on Nemedian Mercenary Leader |
|---|---|

You found a letter with detailed plans about the best way to infiltrate the defenses of the Noble District. Confront Charad at the Green Man Tavern in Old Tarantia.

## Purging the Fallen

| Quest Giver | Watch Captain Falco |
|---|---|
| Prerequisite | Concealing the Chinks |

An illness has afflicted Falco's men and he needs your help to find out why. Seek out Brother Perseus to see if he knows anything. You must fight through the Nemedian invaders to reach him.

## Source of Contagion

| Quest Giver | Brother Perseus |
|---|---|
| Prerequisite | Purging the Fallen |

Once you slay the Poisoner, take the Sample of Poison to Archpriest Zyras.

## Stygian Knowledge

| Quest Giver | Archpriest Zyras |
|---|---|
| Prerequisite | Source of Contagion |

Travel to Khemi and seek out Tali in the Souk to see if she knows of this poison. Return to Zyras with your findings.

## A Relative Risen

| Quest Giver | Little Vitana |
|---|---|

Little Vitana's mother, Vitana, has risen from the dead and is wandering the Noble District. Speak with her father, Quatruus, who tells you to destroy the Undead Mother and then search for clues to her mysterious resurrection. Find the Crystal and return to Quatruus. He then sends you to Archpriest Zyras who may be able to shed some light on this mystery.

## The Sinister Sepulcher

| Quest Giver | Archpriest Zyras |
|---|---|
| Prerequisite | A Relative Rise |

Investigate the Mausoleum. Then slay 7 Undead, Destroy the Orb, and Discover the Necromancer's intentions. Return to Zyras with the Blood-inked Parchment.

## The Black Skulls

| Quest Giver | Archpriest Zyras |
|---|---|
| Prerequisite | The Sinister Sepulcher |

Archpriest Zyras sends you to take out members of the nefarious Black Skulls: Scyatos Mord, Arkasha Derth, and Rajjar Kisbn.

## The Purveyor of Putrescence

| Quest Giver | Juna the Cook |
|---|---|

Balrak the Butcher is selling bad meat. Juna asks you to investigate the reason. Speak to the Butcher and tail his supplier, the Green Cloaked Man who turns out to be a Nemedian Hunter! Kill him and get 5 Fresh Meats for the Balrak.

## Death to Renato Savill

| Quest Giver | Varro |
|---|---|

Renato Savill, the nefarious traitor, has taken refuge in the Cistern. Slay him and return to Varro. This is a group quest.

## Band of Bandits

| Quest Giver | Varro |
|---|---|

Kill 15 Bandits in the Cistern to send a message to their leaders!

## Curses of Travius Blacktongue

| Quest Giver | Travius Blacktongue |
|---|---|

Speak to Diminitus and learn insults from Aurentus, Cunna, Varo, Amophia, and Baltamheb to shame Blacktongue into silence.

## In Defense of Beauty

| Quest Giver | Nathaniel |
|---|---|

Three assassins are trying to kill Countess Albiona! Nathaniel asks you to kill them and seek evidence of Nemedian involvement

# MAPS OF HYBORIA

TORTAGE

Hyboria is a vast land, home to many different nations and peoples, and consists of almost every type of terrain you can imagine. Though filled with dangerous men and beasts, many intrepid adventurers have put their lives at risk to map its mountains and valleys, its seas and isles, its rivers and plains. The following pages contain the hard earned knowledge of these brave explorers. Use their knowledge to your advantage, but remember that not every road you see is unguarded, nor every path clear of danger.

## WHITE SANDS ISLE

## CONARCH VILLAGE

# CONALL'S VALLEY

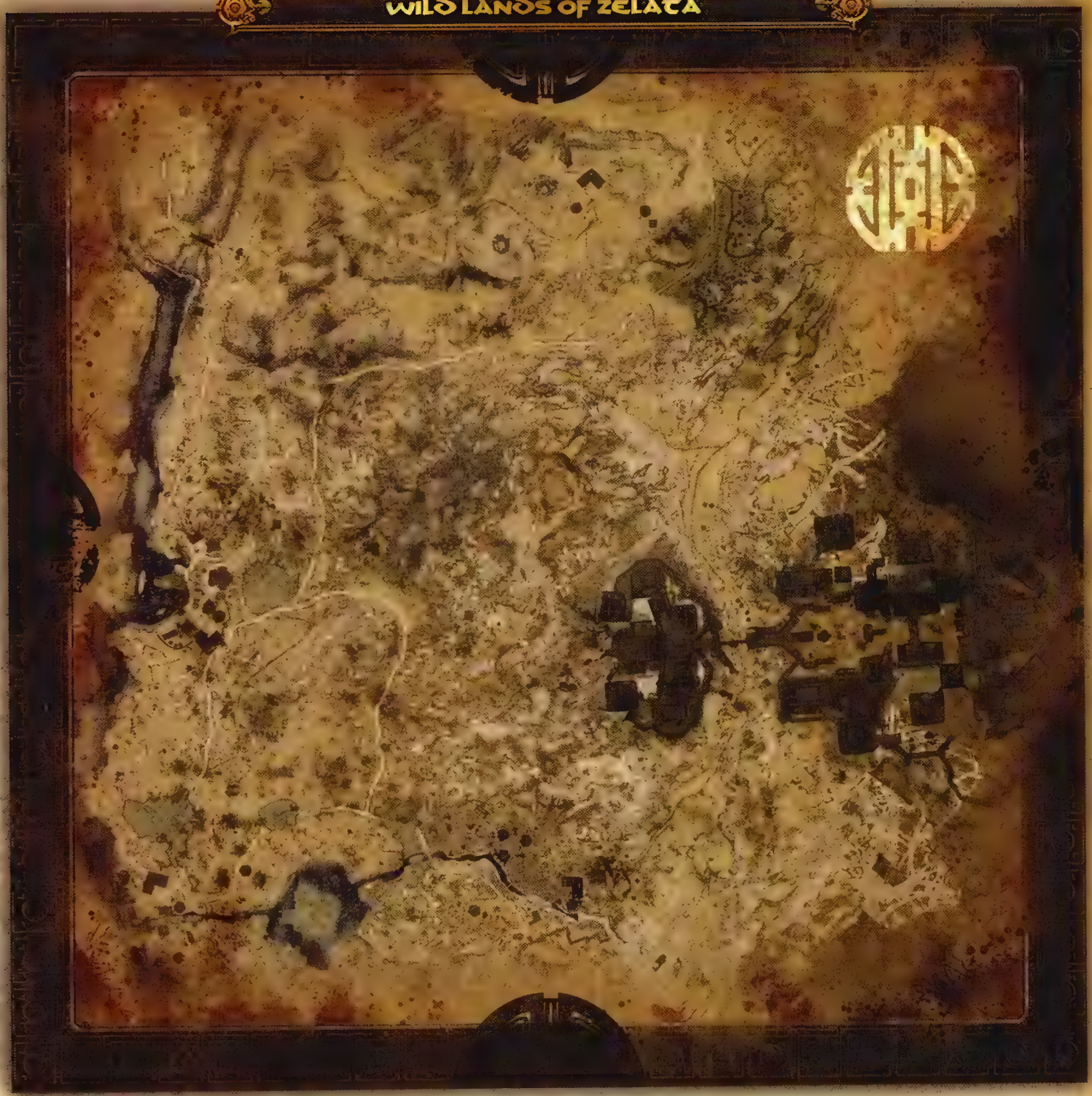
# Atzel's Approach

EIGOLOPHIAN MOUNTAINS

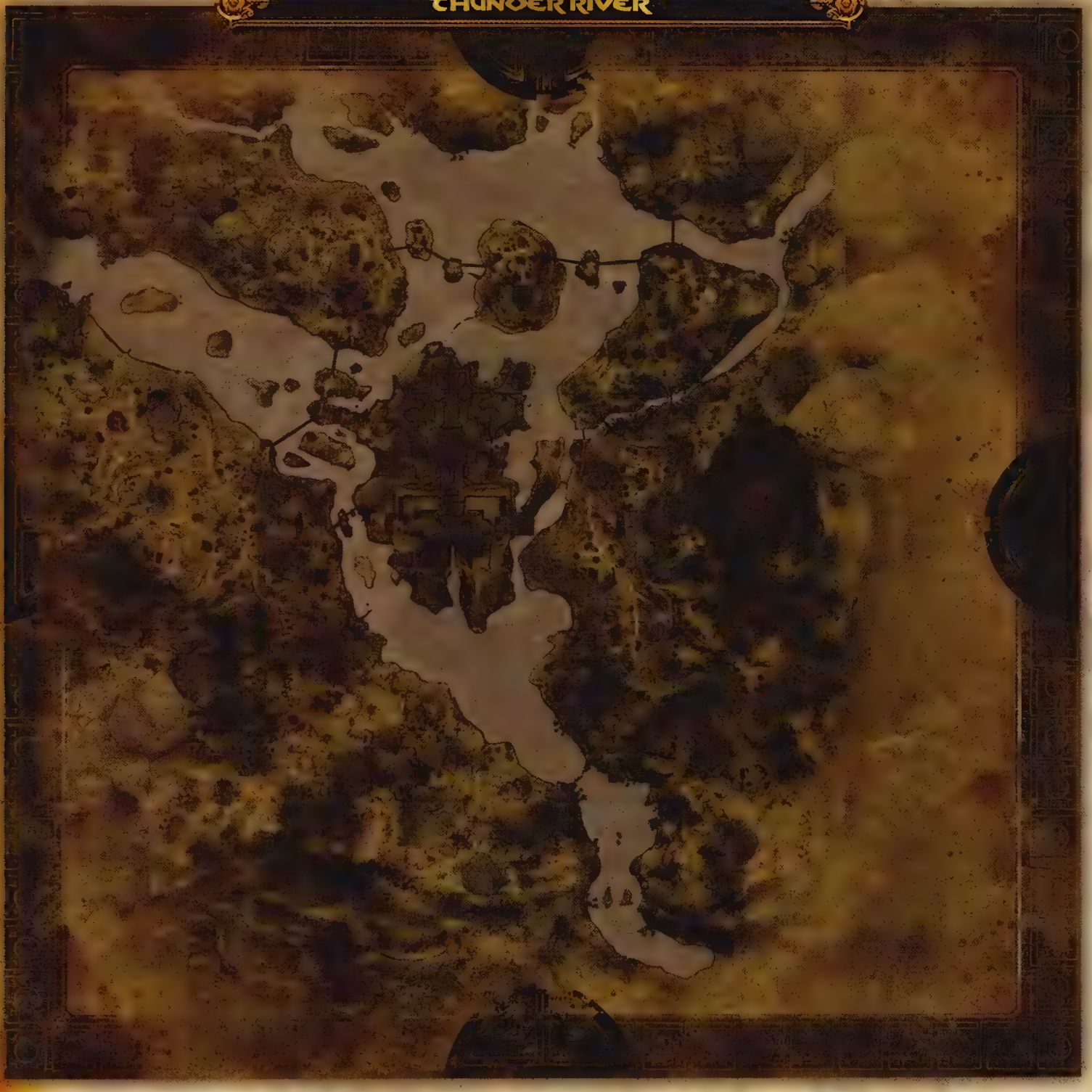
# Lacheish Plains

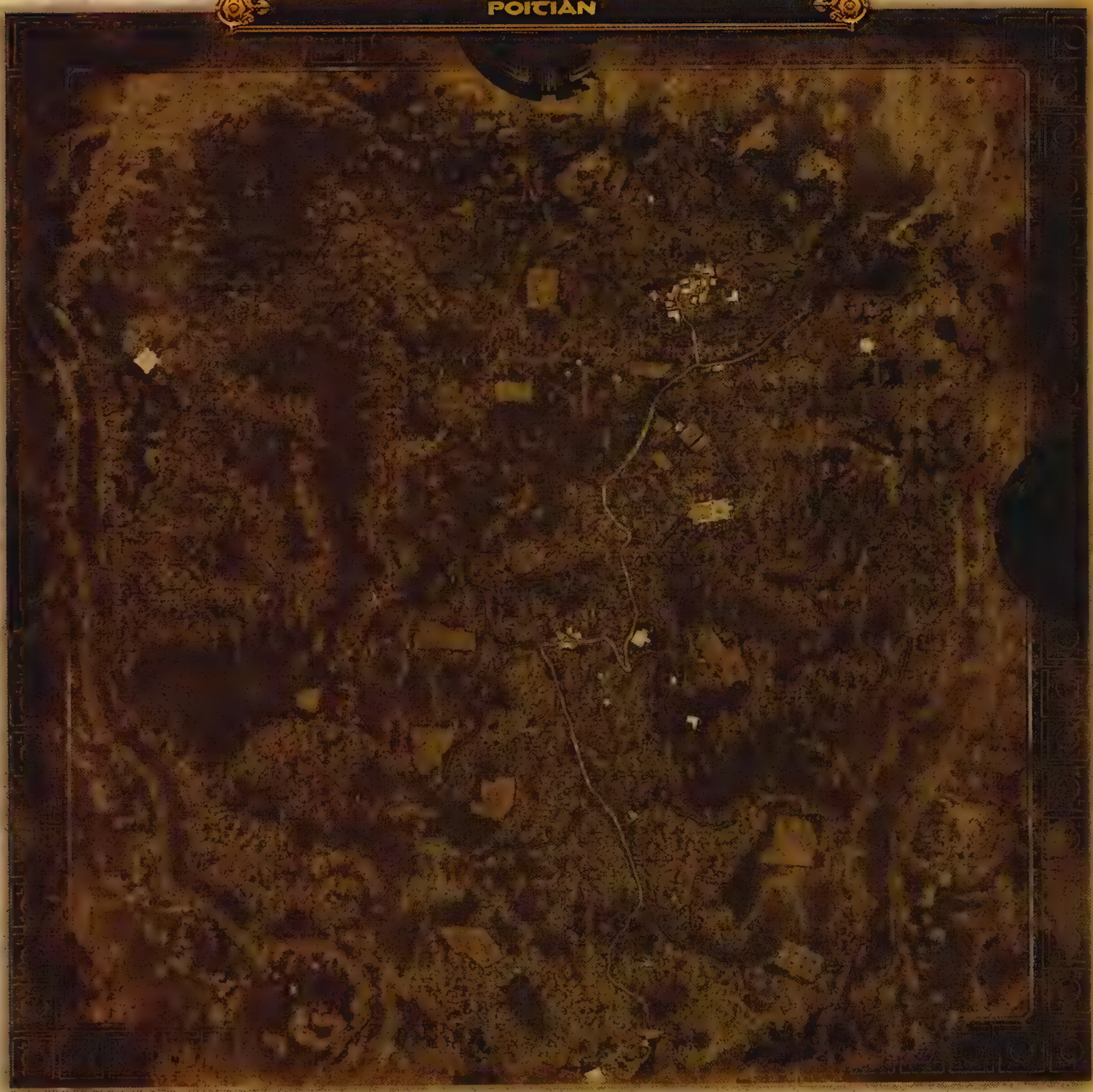
STYGIA

AQUILONIA



# THUNDER RIVER





# Knocking Some Sense Into Friends and Foes

Because you never know what the other person is going to do, PvP is challenging and always changing. No two encounters are ever the same. Just as the challenges can be greater than in PvE play, so is the satisfaction. Defeating a monstrous demon is satisfying, but not nearly as satisfying as watching your player enemies die by your hand, knowing somewhere, someone is sitting at their computer, cursing your name.

## Mini-Games

Epic battles often require time and planning. Sometimes you just want a quick bit of PvP to whet your bloodlust. To sate this need, try the PvP mini-games.

### Capture the Skull

In this game, each of two teams tries everything they can do to capture the opposing team's Skull. No, just decapitating a foe and bring back that skull to your base does not count. That would be *cheating*.

### Team Annihilation

Two random teams duke it out in their own instance, each meaning to take all the glory! The last team standing wins the day.

### Drunken Brawling

Sometimes after a hard day slaying and reaving, you just need a break from it all, a way to blow off a little steam. Head to your favorite watering hole, purchase a pint or ten and start yourself a good old fashioned brawl!

## The Border Kingdoms

PvP Mini-Games are fun, but sometimes you need more. King Conan has opened up the Border Kingdoms for expansion, encouraging guilds to build battlekeeps in the area. The land there is limited, but if there isn't enough land left for your guild, don't despair, you can always just raze another guild's battlekeep and build your own upon its ruins!

## Guild Battlekeeps

Building a Battlekeep is a great undertaking, but it yields many benefits. Perhaps the greatest boon is that you get to defend your battlekeep in large scale massive PvP warfare, unique to *Age of Conan*. Build strong walls because your battlekeep won't be standing long before your enemies begin eyeing it hungrily.

### Towers

Not every guild has the resources to build and maintain a battlekeep, but many can still participate in the warfare in the Border Kingdoms by taking and controlling a Tower. These smaller structures don't give the same benefits as a battlekeep does, but they do offer bonuses that make them well worth your time.

### Building the City

Building a guild city takes a great deal of commitment, and shouldn't be undertaken by every guild. It requires resources like wood, stone, and iron to name a few, plus some skilled architects to plan it. You need a dedicated guild roster to get your battlekeep off the ground.

Your Battlekeep itself gives a bonus to your guild members' Health, Stamina, and Mana. When planning your keep, you must decide on which buildings you wish to include. Certain types of buildings give bonuses to your entire guild:

- University: Magic Rating
- Temple: Magic Invulnerabilities
- Barracks: Defense Rating
- Theives Guild: Attack Rating

These bonuses scale upwards with the complexity of the building. For example, a small Temple provides a 25% increase, but a huge cathedral-like Temple provides upwards of a 100% increase.

### Vulnerability Window

Every Battlekeep is vulnerable to attack sometimes, but you are allowed quite a bit of choice in this. This range of choices allows your guild to pick an option that works best for it. For instance, if your guild members primarily play during the day, you probably don't want to be vulnerable at 2am. The same is true of guilds where the majority of your players work outside of Hyboria during the day. Your boss probably wouldn't be too happy if you missed the 10am meeting to defend your keep!

## Attacking

To signal your intention to attack, you first set up a War Tent outside of your target's Battlekeep. Once this is done both you and the defenders have a certain amount of time to rally your respective troops.

Just as the defenders have used their crafters' skill to build and strengthen their walls, the attacking force can build siege engines to help with the assault. Killing the defenders, as well as destroying buildings earns your side the points they need to win. Everything you do in the battle has a point value, even congesting certain areas of the battlefield. If you gain enough points, you win the day and the Battlekeep is destroyed, allowing you the option of building your own on the hard-won spot.

### LIVING SIEGE ENGINES

While Crafting your own Siege Engine is great, don't forget that some mounts can tear down player built buildings as well. A charging Rhino or a lumbering Mammoth can wreak havoc on even the sturdiest of timber.

## ADVANCEMENT

PvP has its own system of advancement. Gaining PvP levels allows you to access PvP only feasts and other extras that allow you to fine tune your character.

## THE MERCENARY SYSTEM

Not everyone has the time or inclination to join a large guild, but many still want to get in on the epic battles. These players can still participate in large scale PvP through the Mercenary System. If the coin is enough to make it worth your time, you can become a mercenary for hire and participate in attacking or defending a guild's Battlekeep.

To offer your services, search for guilds that are hiring. To collect your gold you need to show up and fight at the specified time and place. This not only allows every player to experience large scale warfare if they want, but it also is advantageous to guilds who want to bolster their numbers for a particular battle. As long as thy have the resources to pay that is.

# CRAFTING

Although pillaging is an important aspect of Hyborian economy, it isn't the only one. Hyboria has a rich tradition of trained craftsmen; the tools used to fight and slaughter had to come from somewhere. Even if you peeled armor from a century's old corpse, that armor had to be originally crafted by someone.

Learning a crafting profession enables you to make your own weapons or armor, participate in the building of a mighty battlekeep, create strange and wondrous alchemical concoctions, or just earn some extra coin.

Crafters are in high demand in Hyboria and if you pursue a skill and provide quality workmanship, you are never without customers.

## PROFESSIONS

Upon reaching level 40, you can begin to learn a crafting profession. Mastering a profession takes dedication and, remember, that you can only learn two of these trades!

**Alchemy:** This profession enables you to create very useful potions, making you popular with fellow adventurers.

**Architecture:** An Architect is essential in planning any city or battlekeep in Hyboria. Guilds rely on the skill of their Architects long before they need to rely on their strength of arms.

**Armorsmithing:** Well crafted armor can often mean the difference between life and death on the battlefield. This profession teaches how to create various armor types and pieces.

**Gemcutting:** Adventurers often find rough gems deep within forgotten chests or hoarded by unholy creatures. A Gemcutter takes these rough gems and creates useful ones that can be placed into other player-made items.

**Weaponsmithing:** This profession enables you to craft a variety of weapons—everything you need to take out your foes!

## RESOURCES

Crafting an item takes various resources. The quality of the item depends upon the quality of the resources going into it. When gathering, you will occasionally find rare resources. It's possible to make unique and powerful items by using rare resources. While you can only choose two professions, you can master all of the gathering professions if you choose.

**Mining:** This gathering profession enables you to collect resources such as base metals (Copper, Tin, Iron, etc.).

**Prospecting:** With Prospecting, you can gather valuable metals like Electrum, Gold, and Silver among others.

**Skinning:** With the Skinning profession, you can gather different types of Leather from many of the creatures you kill.

**Stonecutting:** This profession enables you to gather Basalt, Sandstone, Granite and more.

**Weaving:** With the Weaving profession, you can gather Cotton, Flax, and Wool among other cloth types.

**Woodcutting:** As a Woodcutter, you can gather Ash, Yew, Oak and other types of wood.

Larger undertakings, like Guild Cities and Battlekeeps, require hefty amounts of resources to build and sustain, but there is always a healthy market for resources.

## DROPPED RESOURCES

Gems and Alchemy components aren't gathered like the rest. Instead, they drop from certain enemies.

In general, resources are much more common in certain resource gathering regions. One such resource gathering area is the Lacheish Plains in Cimmeria. This area is also home to master craftsmen who are willing to mentor you through the learning process!

## LEARNING TO CRAFT

After deciding on a crafting profession, speak to the appropriate trainer to gain the crafting ability. To access your Recipe book, click on this new ability icon to see a list of items you can make and select one to see what resources it requires. Next, you can gather the resources or purchase them from another crafter through the Trader (if the necessary components are for sale). Once you have the required ingredients, click Create to make the item.

Your crafting skill doesn't just "level up" by doing mindless tasks over and over. Instead, your mentor assigns quests to you that, as you move through the quest chain, teach you valuable skills in your chosen profession.

Progression is split into the following tiers: Novice, Apprentice, Adept, Artisan, Expert and Master. To evolve in your craft, you must complete the quests and be a certain level. It's important to note that each tier offers progressively better recipes.

### EARNING COIN

No matter the profession, a crafter can take a great deal of satisfaction in creating a well-made item. It's almost as much satisfaction as feeling your coin purse get a bit heavier after selling that item!

The sections on the following pages list of some of the commonly crafted items for each profession.

## ALCHEMY - NOVICE

| Item Name | Item Type | Resources |
|---|---|---|
| Cacklepot Stew | Consumable: Food/Drink | Hyena Meat, Garlic Cloves |
| Scaled Deathrolls | Consumable: Food/Drink | Crocodile Meat, Wild Lettuce Leaves |
| Sharphowler Steak | Consumable: Food/Drink | Wolf Meat, Lemon Juice |
| Bittersharp | Consumable: Potion | Yeti Bile, Cinnamon |
| Spiced Redrage | Consumable: Food/Drink | Wolverine Blood, Horseradish |
| Gingerwine | Consumable: Food/Drink | Scorpion Oils, Ginger |
| Old Mordant | Consumable: Food/Drink | Wolf Blood, Saffron |
| Greatmane Ale | Consumable: Potion, Lions Blood | Ginseng |
| Veilsting Wine | Consumable: Food/Drink | Scorpion Venom, Nutmeg |
| Veilweb Brew | Consumable: Food/Drink | Spider Venom, Nutmeg |
| Sagebark Tea | Consumable: Food/Drink | Yohimbe Bark, Sage Solution |
| Witchsour | Consumable: Potion | Black Witch Hazel, Sage Solution |
| Earthfire Sup | Consumable: Food/Drink, Coal Oil | Weak Vitriol |
| Winterbrew | Consumable: Food/Drink | Icy Crocodile Tears, Mint |
| Bonesharp Tea | Consumable: Food/Drink | Ivory Dust, Lemon Juice |
| Goldenrose | Consumable: Food/Drink | Yellow Lotus Juice, Rosemary Oil |
| Breath of the Dead | Consumable: Food/Drink | Black Herald Fungus, Black Treacle |

## ALCHEMY - ADEPT

| Item Name | Item Type | Resources |
|---|---|---|
| Clawthorn Draught | Consumable: Food/Drink | Cougar Blood, Tincture of Hawthorn |
| Sweetsilver Ale | Consumable: Food/Drink | Silver Salts, Rich Brown Ale |
| Bloodberry Wine | Consumable: Food/Drink | Kanna Berry, Wine |
| Daggamalt | Consumable: Potion | Wild Dagga, Rich Brown Ale |
| Figwort Wine | Consumable: Food/Drink | High Figwort, Wine |
| Bloodfury Mead | Consumable: Food/Drink | Bloodbroom Honey, Mead |
| Blacktooth Brandy | Consumable: Food/Drink | Betel Nuts, Brandy |
| Sweetpressed Haste | Consumable: Potion | Nectar of Avens, Spiced Rum |
| Spiced Whorlsup | Consumable: Food/Drink | Iboga, Gruit Ale |
| Mindbloom | Consumable: Food/Drink | Chelicera Venom, Heart of Palm |
| Dreamfever | Consumable: Food/Drink | Mandrake Juice, Oil of Sage |
| Moonspill | Consumable: Potion | Moonflower, White Rum |
| Redspice | Consumable: Food/Drink | Saltpeter, Spiced Rum |
| Bitternorth | Consumable: Food/Drink | Chill Crawler Bile, Tincture of Mint |
| Tincture of Tempests | Consumable: Food/Drink | Magnetite Powder, Sour Goldwine |
| Oily Palm Wine | Consumable: Food/Drink | Blessed Palm Oil, Wine |
| Blackbloody Beer | Consumable: Food/Drink | Blackened Heart Blood, Black Stout |

## ALCHEMY - APPRENTICE

| Item Name | Item Type | Resources |
|---|---|---|
| Comfrey Distilate | Consumable: Food/Drink | Comfrey Root, Rain Water |
| Curekill Ale | Consumable: Food/Drink | Redwillow Bark, Brandy |
| Bearbreaker Stew | Consumable: Food/Drink | Bear Meat, Brandy |
| Soursap | Consumable: Potion | Thick Ape Bile, Black Treacle |
| Hearthwine | Consumable: Food/Drink | Calamus Root, Wine |
| Pepperwine | Consumable: Food/Drink | Melegueta Pepper, Wine |
| Wildwood Heart | Consumable. Food/Drink | Bear Heart, Wormwood |
| Rain of Khitai | Consumable: Potion | Fine Black Sulphur, Ginseng Wine |
| Sweetbeetle Syrup | Consumable: Food/Drink | Ground Scarab Beetle, Amber Honey |
| Mindflight Draught | Consumable: Food/Drink | Powdered Cantharides, Wine |
| Augurwine | Consumable: Food/Drink | Phalaris, Brandy |
| Farseer Elixir | Consumable: Potion | Asafoetida, Spiced Rum |
| Balefire Brandy | Consumable: Food/Drink | Red Magnesite, Brandy |
| Frostbite Syrup | Consumable: Food/Drink | Chill Coiler Venom, Mint |
| Soured Irongut | Consumable: Food/Drink | Ground Hematite, Vinegar |
| Sparkleshard Wine | Consumable: Food/Drink | Mother of Pearl, Lemon Wine |
| Bloodsullied Milk | Consumable: Food/Drink | Blood of the Corrupt, Cows Milk |

## ALCHEMY - ARTISAN

| Item Name | Item Type | Resources |
|---|---|---|
| Violet Cureall | Consumable: Food/Drink | Nightviolet Root, White Rum |
| Quicksilver Spirits | Consumable: Food/Drink | Ground Cinnabar, White Rum |
| Ambrosial Gold | Consumable: Food/Drink | Golden Lotus Leaf, Mead |
| Darkwinter Wine | Consumable: Food/Drink | Voacanga, Winterwine |
| Khatt Blackbeer | Consumable: Food/Drink | Khatt, Black Stout |
| Bitterbrisk | Consumable: Food/Drink | Ephedra Grass, Tincture of Bergamot |
| Musewater | Consumable: Food/Drink | Pinch of Hemlock, Oil of Sage |
| Ale of Auspice | Consumable: Food/Drink | Henbane, Tincture of Sage |
| Visionwine | Consumable: Food/Drink | Fly Agaric, Barley Wine |
| Firepetal Wine | Consumable: Food/Drink | Red Lotus Petals, Wine |
| Frostwater | Consumable: Food/Drink | Whitewood Oil, Mead |
| Stormfierce Tincture | Consumable: Food/Drink | Sourmetal Salts, Sharp Apple Cider |
| Golden Lotus Tea | Consumable: Food/Drink | Golden Lotus Pollen, Crystal Clear Water |
| Blackspittle Ale | Consumable: Food/Drink | Black Lotus Leaf, Black Stout |

## Alchemy - Expert

| Item Name | Item Type | Resources |
|---|---|---|
| Bonemender Gruel | Consumable: Food/Drink | Poppy Sap, Bonemeal |
| Sourbark Ale | Consumable: Food/Drink | Acacia Bark, Black Stout |
| Golden Wine of Xuthal | Consumable: Food/Drink | Black Lotus Stamen, White Lotus Pollen, Mead |
| Black Bloodsurge | Consumable: Food/Drink | Black Arabica, Stickysweet Syrup |
| Redflow Ale | Consumable: Food/Drink | Ground Haoma, Rich Brown Ale |
| Bloodfire Wine | Consumable: Food/Drink | Mixed Lotus Powder, Red Mustard Seed, Rarefied Wine |
| Ale of Acumen | Consumable: Food/Drink | Nightblack Sage, Black Stout |
| Sunhoney Mead | Consumable: Food/Drink | Arundo Grass, Mead |
| Narcinthe | Consumable: Food/Drink | Jasmine Petals, Black Lotus Powder, Tincture of Lavender |
| Heartfire Elixir | Consumable: Food/Drink | Sulphured Red Lotus, Vanir Firewater, Spiced Rum |
| Tincture of Ice | Consumable: Food/Drink | Frostmint Oil, Wintermist Dust, Glacial Meltwater |
| Sharp Sparkwater | Consumable: Food/Drink | Fine Quartz Dust, Spirit of Amber, Mother of Vinegar |
| Mother's Milk | Consumable: Food/Drink | Pearl Dust, Sardonyx, Tulsi Oil |
| Blacksoul Wine | Consumable: Food/Drink | Black Lotus Root, Deathcap Fungus, Blackacid Brew |

## Alchemy - Master

| Item Name | Item Type | Resources |
|---|---|---|
| Hotsilver Spirit | Consumable: Food/Drink | Silver Lotus, Natron, White Rum |
| Soursilver Wine | Consumable: Food/Drink | Silver Lotus, Saurian Gallstone, Rarefied Wine |
| Ta Neheh Leaf Elixir | Consumable: Food/Drink | Ta Neheh Leaf, Poppy Juice, White Rum |
| Blackbrandy Broth | Consumable: Food/Drink | Aqua Regia, Nushadir Salt, Black Brandy |
| Nectargold | Consumable: Food/Drink | Sweetblossom, Khatt, Amber Honey |
| Kingsmight Ale | Consumable: Food/Drink | Ignis Weed, Grey Lotus Dust, Black Stout |
| Blood of the Prophet | Consumable: Food/Drink | Hemlock, Beguiler Blood, Sweetwater |
| Dreamseeker Tea | Consumable: Food/Drink | Harmala, Ebony Venom, Sweetwater |
| Bloodpurple Ale | Consumable: Food/Drink | Emerald Lotus Juice, Blood Red Carmot, Rarefied Wine |
| Scorchburn Ale | Consumable: Food/Drink | Sacred Ash, Phosphored Red Lotus, Barley Wine |
| Blue Lotus Tea | Consumable: Food/Drink | Blue Lotus Leaf, Chill Crawler Glands, Glacial Meltwater |
| Cloudshear Elixir | Consumable: Food/Drink | Powdered Desert Glass, Chalcanthite Crystals, Lemon Wine |
| Nectar of Myrrh | Consumable: Food/Drink | White Lily Nectar, Myrrh, Wine |
| Blackbile Broth | Consumable: Food/Drink | Black Lotus Blossom, Demon Blood, Tincture of Licorice |

# Architect

## Architect - Novice

| Item Name | Item Type | Resources | Resources |
|---|---|---|---|
| Novice | Joist | Misc: Resource Item | Ash x10 |
| Novice | Brace | Misc: Resource Item | Copper x10 |
| Novice | Brick | Misc: Resource Item | Sandstone x10 |
| Novice | Plain Facade | Misc: Resource Item | Silver x10 |

## Architect - Adept

| Item Name | Resources |
|---|---|
| Beam | Yew x10 |
| Lintel | Iron x10 |
| Block | Granite x10 |
| Ornate Facade | Electrum x10 |

## Architect - Apprentice

| Item Name | Item Type |
|---|---|
| Alchemist Workshop Plan | Parchment x2, Drawing Ink x1 |
| Armorsmith Workshop Plan | Parchment x2, Drawing Ink x1 |
| Ballista Plan | Parchment x2, Drawing Ink x1 |
| Barracks Plan | Parchment x2, Drawing Ink x1 |
| Blacksmith Workshop Plan | Parchment x2, Drawing Ink x1 |
| Catapult Plan | Parchment x2, Drawing Ink x1 |
| Corner Plan | Parchment x2, Drawing Ink x1 |
| Ending Plan | Parchment x2, Drawing Ink x1 |
| Architect Workshop Plan | Parchment x2, Drawing Ink x1 |
| Gate Plan | Parchment x2, Drawing Ink x1 |
| Keep Plan | Parchment x2, Drawing Ink x1 |
| Temple Plan | Parchment x2, Drawing Ink x1 |
| Thieves' Guild Plan | Parchment x2, Drawing Ink x1 |
| Tower Plan | Parchment x2, Drawing Ink x1 |
| Trade Post Plan | Parchment x2, Drawing Ink x1 |
| Trebuchet Plan | Parchment x2, Drawing Ink x1 |
| University Plan | Parchment x2, Drawing Ink x1 |
| Wall Plan | Parchment x2, Drawing Ink x1 |

## Architect - Artisan

| Item Name | Resources |
|---|---|
| Advanced Alchemist Workshop Plan | Papyrus x2, Drawing Ink x1 |
| Advanced Armorsmith Workshop Plan | Papyrus x2, Drawing Ink x1 |
| Advanced Ballista Plan | Papyrus x2, Drawing Ink x1 |
| Advanced Barracks Plan | Papyrus x2, Drawing Ink x1 |
| Advanced Blacksmith Workshop Plan | Papyrus x2, Drawing Ink x1 |
| Advanced Catapult Plan | Papyrus x2, Drawing Ink x1 |
| Advanced Corner Plan | Papyrus x2, Drawing Ink x1 |
| Advanced Ending Plan | Papyrus x2, Drawing Ink x1 |
| Advanced Architect Workshop Plan | Papyrus x2, Drawing Ink x1 |
| Advanced Gate Plan | Papyrus x2, Drawing Ink x1 |
| Advanced Keep Plan | Papyrus x2, Drawing Ink x1 |
| Advanced Temple Plan | Papyrus x2, Drawing Ink x1 |
| Advanced Thieves' Guild Plan | Papyrus x2, Drawing Ink x1 |
| Advanced Tower Plan | Papyrus x2, Drawing Ink x1 |
| Advanced Trade Post Plan | Papyrus x2, Drawing Ink x1 |
| Advanced Trebuchet Plan | Papyrus x2, Drawing Ink x1 |
| Advanced University Plan | Papyrus x2, Drawing Ink x1 |
| Advanced Wall Plan | Papyrus x2, Drawing Ink x1 |

## Architect - Master

| Item Name | Resources |
|---|---|
| Superior Alchemist Workshop Plan | Vellum x2, Drawing Ink x1 |
| Superior Armorsmith Workshop Plan | Vellum x2, Drawing Ink x1 |
| Superior Ballista Plan | Vellum x2, Drawing Ink x1 |
| Superior Barracks Plan | Vellum x2, Drawing Ink x1 |
| Superior Blacksmith Workshop Plan | Vellum x2, Drawing Ink x1 |
| Superior Catapult Plan | Vellum x2, Drawing Ink x1 |
| Superior Corner Plan | Vellum x2, Drawing Ink x1 |
| Superior Ending Plan | Vellum x2, Drawing Ink x1 |
| Superior Architect Workshop Plan | Vellum x2, Drawing Ink x1 |
| Superior Gate Plan | Vellum x2, Drawing Ink x1 |
| Superior Keep Plan | Vellum x2, Drawing Ink x1 |
| Superior Temple Plan | Vellum x2, Drawing Ink x1 |
| Superior Thieves' Guild Plan | Vellum x2, Drawing Ink x1 |
| Superior Tower Plan | Vellum x2, Drawing Ink x1 |
| Superior Trade Post Plan | Vellum x2, Drawing Ink x1 |
| Superior Trebuchet Plan | Vellum x2, Drawing Ink x1 |
| Superior University Plan | Vellum x2, Drawing Ink x1 |
| Superior Wall Plan | Vellum x2, Drawing Ink x1 |

## Architect - Expert

| Item Name | Resources |
|---|---|
| Frame | Oak x10 |
| Girder | Aurichalcum x10 |
| Slab | Basalt x10 |
| Grand Facade | Gold x10 |

# Armorsmith

## Armorsmith - Novice

### Canvas Cloth Set

| Slot | Name | Components |
|---|---|---|
| Head | Canvas Circlet | Simple Thread x5, Cotton x4 |
| Chest | Canvas Robe | Simple Thread x10, Cotton x8 |
| Hands | Canvas Gloves | Simple Thread x5, Cotton x4 |
| Feet | Canvas Slippers | Simple Thread x5, Cotton x4 |
| Shoulders | Canvas Armbands | Simple Thread x10, Cotton x8 |
| Belt | Canvas Sash | Simple Thread x5, Cotton x4 |
| Wrists | Canvas Wristbands | Simple Thread x5, Cotton x4 |
| Legs | Canvas Pants | Simple Thread x10, Cotton x8 |

### Short Tanned Leather Set

| Slot | Name | Components |
|---|---|---|
| Head | Tanned Cap | Simple Wrappings x5, Rough Leather x4 |
| Chest | Tanned Jerkin | Simple Wrappings x10, Rough Leather x8 |
| Hands | Tanned Gloves | Simple Wrappings x5, Rough Leather x4 |
| Feet | Tanned Shoes | Simple Wrappings x5, Rough Leather x4 |
| Shoulders | Tanned Brassarts | Simple Wrappings x10, Rough Leather x8 |
| Belt | Tanned Belt | Simple Wrappings x10, Rough Leather x8 |
| Wrists | Tanned Wrist-straps | Simple Wrappings x5, Rough Leather x4 |
| Legs | Tanned Fauld | Simple Wrappings x10, Rough Leather x8 |

### Assassin Canvas Cloth Set

| Slot | Name | Components |
|---|---|---|
| Head | Canvas Hood | Simple Thread x5, Cotton x4 |
| Chest | Canvas Tunic | Simple Thread x10, Cotton x8 |
| Hands | Canvas Mitts | Simple Thread x5, Cotton x4 |
| Feet | Canvas Padsoles | Simple Thread x5, Cotton x4 |
| Shoulders | Canvas Arm-straps | Simple Thread x10, Cotton x8 |
| Belt | Canvas Belt | Simple Thread x10, Cotton x8 |
| Wrists | Canvas Bracers | Simple Thread x5, Cotton x4 |
| Legs | Canvas Leggings | Simple Thread x10, Cotton x8 |

### Short Bloodsilver-studded Set

| Slot | Name | Components |
|---|---|---|
| Head | Bloodsilver-studded Cap | Novice's Medium Armorkit x6, Copper x2, Silver x2, Rough Leather x2 |
| Chest | Bloodsilver-studded Jerkin | Novice's Medium Armorkit x10, Copper x4, Silver x4, Rough Leather x8 |
| Hands | Bloodsilver-studded Gloves | Novice's Medium Armorkit x6, Copper x2, Silver x2, Rough Leather x2 |
| Feet | Bloodsilver-studded Shoes | Novice's Medium Armorkit x6, Copper x2, Silver x2, Rough Leather x2 |
| Shoulders | Bloodsilver-studded Brassarts | Novice's Medium Armorkit x10, Copper x4, Silver x4, Rough Leather x8 |
| Belt | Bloodsilver-studded Belt | Novice's Medium Armorkit x6, Copper x2, Silver x2, Rough Leather x2 |
| Wrists | Bloodsilver-studded Wristbands | Novice's Medium Armorkit x6, Copper x2, Silver x2, Rough Leather x2 |
| Legs | Bloodsilver-studded Fauld | Novice's Medium Armorkit x10, Copper x4, Silver x4, Rough Leather x8 |

## Bloodsilver-mail Set

| Slot | Name | Components |
|---|---|---|
| Head | Bloodsilver-mail Helm | Novice's Heavy Armorkit x6, Copper x5, Silver x5 |
| Chest | Bloodsilver-mail Hauberk | Novice's Heavy Armorkit x12, Copper x10, Silver x10 |
| Hands | Bloodsilver-mail Gauntlets | Novice's Heavy Armorkit x6, Copper x5, Silver x5 |
| Feet | Bloodsilver-mail Boots | Novice's Heavy Armorkit x6, Copper x5, Silver x5 |
| Shoulders | Bloodsilver-mail Armguards | Novice's Heavy Armorkit x6, Copper x5, Silver x5 |
| Belt | Bloodsilver-mail Girdle | Novice's Heavy Armorkit x12, Copper x10, Silver x10 |
| Wrists | Bloodsilver-mail Vambraces | Novice's Heavy Armorkit x6, Copper x5, Silver x5 |
| Legs | Bloodsilver-mail Tasset | Novice's Heavy Armorkit x12, Copper x10, Silver x10 |

## Crude Accessories

| Name | Components |
|---|---|
| Reinforced Aspis | Ash x10, Copper x2, Sandstone x2 |
| Ornate Silver Braid | Silver x5 |
| Ornate Silver Necklet | Silver x5 |
| Fine Canvas Cloak | Simple Thread x5, Cotton x4 |

# Armorsmith - Apprentice

## Quilted Cloth Set

| Slot | Name | Components |
|---|---|---|
| Head | Quilted Circlet | Common Thread x5, Cotton x6 |
| Chest | Quilted Robe | Common Thread x10, Cotton x12 |
| Hands | Quilted Gloves | Common Thread x5, Cotton x6 |
| Feet | Quilted Slippers | Common Thread x5, Cotton x6 |
| Shoulders | Quilted Armbands | Common Thread x10, Cotton x12 |
| Belt | Quilted Sash | Common Thread x10, Cotton x12 |
| Wrists | Quilted Wristbands | Common Thread x5, Cotton x6 |
| Legs | Quilted Pants | Common Thread x10, Cotton x12 |

## Assassin Quilted Cloth Set

| Slot | Name | Components |
|---|---|---|
| Head | Quilted Hood | Common Thread x5, Cotton x6 |
| Chest | Quilted Tunic | Common Thread x10, Cotton x12 |
| Hands | Quilted Mitts | Common Thread x5, Cotton x6 |
| Feet | Quilted Padsoles | Common Thread x5, Cotton x6 |
| Shoulders | Quilted Arm-straps | Common Thread x10, Cotton x12 |
| Belt | Quilted Belt | Common Thread x10, Cotton x12 |
| Wrists | Quilted Bracers | Common Thread x5, Cotton x6 |
| Legs | Quilted Leggings | Common Thread x10, Cotton x12 |

## Long Tanned Leather Set

| Slot | Name | Components |
|---|---|---|
| Head | Tanned Helm | Flaxen Wrappings x5, Rough Leather x6 |
| Chest | Tanned Tunic | Flaxen Wrappings x10, Rough Leather x12 |
| Hands | Tanned Gauntlets | Flaxen Wrappings x5, Rough Leather x6 |
| Feet | Tanned Boots | Flaxen Wrappings x5, Rough Leather x6 |
| Shoulders | Tanned Armbands | Flaxen Wrappings x10, Rough Leather x12 |
| Belt | Tanned Girdle | Flaxen Wrappings x10, Rough Leather x12 |
| Wrists | Tanned Bracers | Flaxen Wrappings x5, Rough Leather x6 |
| Legs | Tanned Tasset | Flaxen Wrappings x10, Rough Leather x12 |

## Long Bloodsilver-studded Set

| Slot | Name | Components |
|---|---|---|
| Head | Bloodsilver-studded Helm | Apprentices's Medium Armorkit x8, Copper x3, Silver3, Rough Leather x3 |
| Chest | Bloodsilver-studded Tunic | Apprentices's Medium Armorkit x12, Copper x6, Silver6, Rough Leather x10 |
| Hands | Bloodsilver-studded Gauntlets | Apprentices's Medium Armorkit x8, Copper x3, Silver3, Rough Leather x3 |
| Feet | Bloodsilver-studded Boots | Apprentices's Medium Armorkit x8, Copper x3, Silver3, Rough Leather x3 |
| Shoulders | Bloodsilver-studded Armbands | Apprentices's Medium Armorkit x12, Copper x6, Silver6, Rough Leather x10 |
| Belt | Bloodsilver-studded Girdle | Apprentices's Medium Armorkit x12, Copper x6, Silver6, Rough Leather x10 |
| Wrists | Bloodsilver-studded Bracers | Apprentices's Medium Armorkit x8, Copper x3, Silver3, Rough Leather x3 |
| Legs | Bloodsilver-studded Tasset | Apprentices's Medium Armorkit x12, Copper x6, Silver6, Rough Leather x10 |

## Bloodsilver-ring Set

| Slot | Name | Components |
|---|---|---|
| Head | Bloodsilver-ring Helm | Apprentices's Heavy Armorkit x6, Copper x6, Silver x6 |
| Chest | Bloodsilver-ring Hauberk | Apprentices's Heavy Armorkit x12, Copper x12, Silver x12 |
| Hands | Bloodsilver-ring Gauntlets | Apprentices's Heavy Armorkit x6, Copper x6, Silver x6 |
| Feet | Bloodsilver-ring Boots | Apprentices's Heavy Armorkit x6, Copper x6, Silver x6 |
| Shoulders | Bloodsilver-ring Armguards | Apprentices's Heavy Armorkit x12, Copper x12, Silver x12 |
| Belt | Bloodsilver-ring Girdle | Apprentices's Heavy Armorkit x12, Copper x12, Silver x12 |
| Wrists | Bloodsilver-ring Vambraces | Apprentices's Heavy Armorkit x6, Copper x6, Silver x6 |
| Legs | Bloodsilver-ring Tasset | Apprentices's Heavy Armorkit x12, Copper x12, Silver x12 |

## Common Accessories

| Name | Components |
|---|---|
| Metal Roundshield | Ash x12, Copper x4, Sandstone x4 |
| Filigree Silver Ring | Silver x8 |
| Silver Necklace | Silver x5 |
| Quilted Cloak | Simple Thread x5, Cotton x6 |

## Sateen Set

| Slot | Name | Components |
|---|---|---|
| Head | Sateen Circlet | Rough Linen Thread x5, Silk x4 |
| | Fine Sateen Circlet | Rough Linen Thread x5, Silk x4, Tussah Silk x1 |
| Chest | Sateen Robe | Rough Linen Thread x10, Silk x8 |
| | Fine Sateen Robe | Rough Linen Thread x10, Silk x8, Tussah Silk x1 |
| Hands | Sateen Gloves | Rough Linen Thread x5, Silk x4 |
| | Fine Sateen Gloves | Rough Linen Thread x5, Silk x4, Tussah Silk x1 |
| Feet | Sateen Slippers | Rough Linen Thread x5, Silk x4 |
| | Fine Sateen Slippers | Rough Linen Thread x5, Silk x4, Tussah Silk x1 |
| Shoulders | Sateen Armbands | Rough Linen Thread x10, Silk x8 |
| | Fine Sateen Armbands | Rough Linen Thread x10, Silk x8, Tussah Silk x1 |
| Belt | Sateen Sash | Rough Linen Thread x10, Silk x8 |
| | Fine Sateen Sash | Rough Linen Thread x10, Silk x8, Tussah Silk x1 |
| Wrists | Sateen Wristbands | Rough Linen Thread x5, Silk x4 |
| | Fine Sateen Wristbands | Rough Linen Thread x5, Silk x4, Tussah Silk x1 |
| Legs | Sateen Pants | Rough Linen Thread x10, Silk x8 |
| | Fine Sateen Pants | Rough Linen Thread x10, Silk x8, Tussah Silk x1 |

## Assassin Sateen Set

| Slot | Name | Components |
|---|---|---|
| Head | Sateen Hood | Rough Linen Thread x5, Silk x4 |
| | Fine Sateen Hood | Rough Linen Thread x5, Silk x4, Tussah Silk x1 |
| Chest | Sateen Tunic | Rough Linen Thread x10, Silk x8 |
| | Fine Sateen Tunic | Rough Linen Thread x10, Silk x8, Tussah Silk x1 |
| Hands | Sateen Mitts | Rough Linen Thread x5, Silk x4 |
| | Fine Sateen Mitts | Rough Linen Thread x5, Silk x4, Tussah Silk x1 |
| Feet | Sateen Padsoles | Rough Linen Thread x5, Silk x4 |
| | Fine Sateen Padsoles | Rough Linen Thread x5, Silk x4, Tussah Silk x1 |
| Shoulders | Sateen Arm-straps | Rough Linen Thread x10, Silk x8 |
| | Fine Sateen Arm-straps | Rough Linen Thread x10, Silk x8, Tussah Silk x1 |
| Belt | Sateen Belt | Rough Linen Thread x10, Silk x8, |
| | Fine Sateen Belt | Rough Linen Thread x10, Silk x8, Tussah Silk x1 |
| Wrists | Sateen Bracers | Rough Linen Thread x5, Silk x4 |
| | Fine Sateen Bracers | Rough Linen Thread x5, Silk x4, Tussah Silk x1 |
| Legs | Sateen Leggings | Rough Linen Thread x10, Silk x8 |
| | Fine Sateen Leggings | Rough Linen Thread x10, Silk x8, Tussah Silk x1 |

## Short Waxed Leather Set

| Slot | Name | Components |
|---|---|---|
| Head | Waxed Cap | Rough Linen Wrappings x5, Calloused Leather x4 |
| | Reinforced Waxed Cap | Rough Linen Wrappings x5, Calloused Leather x4, Grained Leather x1 |
| Chest | Waxed Jerkin | Rough Linen Wrappings x10, Calloused Leather x8 |
| | Reinforced Waxed Jerkin | Rough Linen Wrappings x10, Calloused Leather x8, Grained Leather x1 |
| Hands | Waxed Gloves | Rough Linen Wrappings x5, Calloused Leather x4 |
| | Reinforced Waxed Gloves | Rough Linen Wrappings x5, Calloused Leather x4, Grained Leather x1 |
| Feet | Waxed Shoes | Rough Linen Wrappings x5, Calloused Leather x4 |
| | Reinforced Waxed Shoes | Rough Linen Wrappings x5, Calloused Leather x4, Grained Leather x1 |
| Shoulders | Waxed Brassarts | Rough Linen Wrappings x10, Calloused Leather x8 |
| | Reinforced Waxed Brassarts | Rough Linen Wrappings x10, Calloused Leather x8, Grained Leather x1 |
| Belt | Waxed Belt | Rough Linen Wrappings x10, Calloused Leather x8, |
| | Reinforced Waxed Belt | Rough Linen Wrappings x10, Calloused Leather x8, Grained Leather x1 |
| Wrists | Waxed Wrist-straps | Rough Linen Wrappings x5, Calloused Leather x4 |
| | Reinforced Waxed Wrist-straps | Rough Linen Wrappings x5, Calloused Leather x4, Grained Leather x1 |
| Legs | Waxed Fauld | Rough Linen Wrappings x10, Calloused Leather x8 |
| | Reinforced Waxed Fauld | Rough Linen Wrappings x10, Calloused Leather x8, Grained Leather x1 |

## Short Moonsteel-studded Set

| Slot | Name | Components |
|---|---|---|
| Head | Moonsteel-studded Cap | Adept's Medium Armorkit x8, Iron x3, Electrum x3, Knarled Leather x3 |
| | Sunsteel-studded Cap | Adept's Medium Armorkit x8, Iron x3, Electrum x3, Knarled Leather x3, Whorled Leather x1 |
| Chest | Moonsteel-studded Jerkin | Adept's Medium Armorkit x12, Iron x6, Electrum x6, Knarled Leather x10 |
| | Sunsteel-studded Jerkin | Adept's Medium Armorkit x12, Iron x6, Electrum x6, Knarled Leather x10, Whorled Leather x1 |
| Hands | Moonsteel-studded Gloves | Adept's Medium Armorkit x8, Iron x3, Electrum x3, Knarled Leather x3 |
| | Sunsteel-studded Gloves | Adept's Medium Armorkit x8, Iron x3, Electrum x3, Knarled Leather x3, Whorled Leather x1 |
| Feet | Moonsteel-studded Shoes | Adept's Medium Armorkit x8, Iron x3, Electrum x3, Knarled Leather x3 |
| | Sunsteel-studded Shoes | Adept's Medium Armorkit x8, Iron x3, Electrum x3, Knarled Leather x3, Whorled Leather x1 |
| Shoulders | Moonsteel-studded Brassarts | Adept's Medium Armorkit x12, Iron x6, Electrum x6, Knarled Leather x10 |
| | Sunsteel-studded Brassarts | Adept's Medium Armorkit x12, Iron x6, Electrum x6, Knarled Leather x10, Whorled Leather x1 |
| Belt | Moonsteel-studded Belt | Adept's Medium Armorkit x12, Iron x6, Electrum x6, Knarled Leather x10 |
| | Sunsteel-studded Belt | Adept's Medium Armorkit x12, Iron x6, Electrum x6, Knarled Leather x10, Whorled Leather x1 |
| Wrists | Moonsteel-studded Wristbands | Adept's Medium Armorkit x8, Iron x3, Electrum x3, Knarled Leather x3 |
| | Sunsteel-studded Wristbands | Adept's Medium Armorkit x8, Iron x3, Electrum x3, Knarled Leather x3, Whorled Leather x1 |
| Legs | Moonsteel-studded Fauld | Adept's Medium Armorkit x12, Iron x6, Electrum x6, Knarled Leather x10 |
| | Sunsteel-studded Fauld | Adept's Medium Armorkit x12, Iron x6, Electrum x6, Knarled Leather x10, Whorled Leather x1 |

## Moonsteel-mail Set

| Slot | Name | Components |
|---|---|---|
| Head | Moonsteel-mail Helm | Adept's Heavy Armorkit x6, Iron x6, Electrum x6 |
| | Sunsteel-mail Helm | Adept's Heavy Armorkit x6, Iron x6, Electrum x6, Illustrium x1 |
| Chest | Moonsteel-mail Hauberk | Adept's Heavy Armorkit x12, Copper x12, Silver x12 |
| | Sunsteel-mail Hauberk | Adept's Heavy Armorkit x12, Copper x12, Silver x12, Illustrium x1 |
| Hands | Moonsteel-mail Gauntlets | Adept's Heavy Armorkit x6, Iron x6, Electrum x6 |
| | Sunsteel-mail Gauntlets | Adept's Heavy Armorkit x6, Iron x6, Electrum x6, Illustrium x1 |
| Feet | Moonsteel-mail Boots | Adept's Heavy Armorkit x6, Iron x6, Electrum x6 |
| | Sunsteel-mail Boots | Adept's Heavy Armorkit x6, Iron x6, Electrum x6, Illustrium x1 |
| Shoulders | Moonsteel-mail Armguards | Adept's Heavy Armorkit x12, Copper x12, Silver x12 |
| | Sunsteel-mail Armguards | Adept's Heavy Armorkit x12, Copper x12, Silver x12, Illustrium x1 |
| Belt | Moonsteel-mail Girdle | Adept's Heavy Armorkit x12, Copper x12, Silver x12 |
| | Sunsteel-mail Girdle | Adept's Heavy Armorkit x12, Copper x12, Silver x12, Illustrium x1 |
| Wrists | Moonsteel-mail Vambraces | Adept's Heavy Armorkit x6, Iron x6, Electrum x6 |
| | Sunsteel-mail Vambraces | Adept's Heavy Armorkit x6, Iron x6, Electrum x6, Illustrium x1 |
| Legs | Moonsteel-mail Tasset | Adept's Heavy Armorkit x12, Copper x12, Silver x12 |
| | Sunsteel-mail Tasset | Adept's Heavy Armorkit x12, Copper x12, Silver x12, Illustrium x1 |

## Moonsteel Half-plate Set

| Slot | Name | Components |
|---|---|---|
| Head | Moonsteel Half-plate Helm | Adept's Heavy Armorkit x8, Iron x8, Electrum x8 |
| | Sunsteel Half-plate Helm | Adept's Heavy Armorkit x8, Iron x8, Electrum 8, Aurichalcum x1 |
| Chest | Moonsteel Half-plate Chestguard | Adept's Heavy Armorkit x14, Iron x12, Electrum x12 |
| | Sunsteel Half-plate Chestguard | Adept's Heavy Armorkit x14, Iron x12, Electrum x12, Aurichalcum x1 |
| Hands | Moonsteel Half-plate Gauntlets | Adept's Heavy Armorkit x8, Iron x8, Electrum x8 |
| | Sunsteel Half-plate Gauntlets | Adept's Heavy Armorkit x8, Iron x8, Electrum x8, Aurichalcum x1 |
| Feet | Moonsteel Half-plate Sabatons | Adept's Heavy Armorkit x8, Iron x8, Electrum x8 |
| | Sunsteel Half-plate Sabatons | Adept's Heavy Armorkit x8, Iron x8, Electrum x8, Aurichalcum x1 |
| Shoulders | Moonsteel Half-plate Armguards | Adept's Heavy Armorkit x14, Iron x12, Electrum x12 |
| | Sunsteel Half-plate Armguards | Adept's Heavy Armorkit x14, Iron x12, Electrum x12, Aurichalcum x1 |
| Belt | Moonsteel Half-plate Girdle | Adept's Heavy Armorkit x14, Iron x12, Electrum x12 |
| | Sunsteel Half-plate Girdle | Adept's Heavy Armorkit x14, Iron x12, Electrum x12, Aurichalcum x1 |
| Wrists | Moonsteel Half-plate Vambraces | Adept's Heavy Armorkit x8, Iron x8, Electrum x8 |
| | Sunsteel Half-plate Vambraces | Adept's Heavy Armorkit x8, Iron x8, Electrum x8, Aurichalcum x1 |
| Legs | Moonsteel Half-plate Legguards | Adept's Heavy Armorkit x14, Iron x12, Electrum x12 |
| | Sunsteel Half-plate Legguards | Adept's Heavy Armorkit x14, Iron x12, Electrum x12, Aurichalcum x1 |

## Accessories

| Name | Components |
|---|---|
| Light Kite Shield | Yew x12, Iron x4, Granite x2 |
| Reinforced Light Kite Shield | Yew x12, Iron x4, Granite x2, Amberwood x1 |
| Electrum Band | Electrum x8 |
| Ornate Electrum Band | Electrum x8, Illustrium x1 |
| Electrum Choker | Electrum x8 |
| Ornate Electrum Choker | Electrum x8, Illustrium x1 |
| Sateen Cloak | Rough Linen Thread x5, Silk x6 |
| Fine Sateen Cloak | Rough Linen Thread x5, Silk x6, Tussah Silk x1 |

## Armorsmith - Artisan

## Silk Set

| Slot | Name | Components |
|---|---|---|
| Head | Silk Circlet | Linen Thread x5, Silk x4 |
| | Fine Silk Circlet | Linen Thread x5, Silk x4, Tussah Silk x1 |
| Chest | Silk Robe | Linen Thread x10, Silk x8 |
| | Fine Silk Robe | Linen Thread x10, Silk x8, Tussah Silk x1 |
| Hands | Silk Gloves | Linen Thread x5, Silk x4 |
| | Fine Silk Gloves | Linen Thread x5, Silk x4, Tussah Silk x1 |
| Feet | Silk Slippers | Linen Thread x5, Silk x4 |
| | Fine Silk Slippers | Linen Thread x5, Silk x4, Tussah Silk x1 |
| Shoulders | Silk Armbands | Linen Thread x10, Silk x8 |
| | Fine Silk Armbands | Linen Thread x10, Silk x8, Tussah Silk x1 |
| Belt | Silk Sash | Linen Thread x10, Silk x8 |
| | Fine Silk Sash | Linen Thread x10, Silk x8, Tussah Silk x1 |
| Wrists | Silk Wristbands | Linen Thread x5, Silk x4 |
| | Fine Silk Wristbands | Linen Thread x5, Silk x4, Tussah Silk x1 |
| Legs | Silk Pants | Linen Thread x10, Silk x8 |
| | Fine Silk Pants | Linen Thread x10, Silk x8, Tussah Silk x1 |

## Assassin Silk Set

| Slot | Name | Components |
|---|---|---|
| Head | Silk Hood | Linen Thread x5, Silk x4 |
| | Fine Silk Hood | Linen Thread x5, Silk x4, Tussah Silk x1 |
| Chest | Silk Tunic | Linen Thread x10, Silk x8 |
| | Fine Silk Tunic | Linen Thread x10, Silk x8, Tussah Silk x1 |
| Hands | Silk Mitts | Linen Thread x5, Silk x4 |
| | Fine Silk Mitts | Linen Thread x5, Silk x4, Tussah Silk x1 |
| Feet | Silk Padsoles | Linen Thread x5, Silk x4 |
| | Fine Silk Padsoles | Linen Thread x5, Silk x4, Tussah Silk x1 |
| Shoulders | Silk Arm-straps | Linen Thread x10, Silk x8 |
| | Fine Silk Arm-straps | Linen Thread x10, Silk x8, Tussah Silk x1 |
| Belt | Silk Belt | Linen Thread x10, Silk x8 |
| | Fine Silk Belt | Linen Thread x10, Silk x8, Tussah Silk x1 |
| Wrists | Silk Bracers | Linen Thread x5, Silk x4 |
| | Fine Silk Bracers | Linen Thread x5, Silk x4, Tussah Silk x1 |
| Legs | Silk Leggings | Linen Thread x10, Silk x8 |
| | Fine Silk Leggings | Linen Thread x10, Silk x8, Tussah Silk x1 |

## Long Waxed Leather Set

| Slot | Name | Components |
|---|---|---|
| Head | Waxed Helm | Fine Wrappings x5, Calloused Leather x4 |
| | Reinforced Waxed Helm | Fine Wrappings x5, Calloused Leather x4, Grained Leather x1 |
| Chest | Waxed Tunic | Fine Wrappings x10, Calloused Leather x8 |
| | Reinforced Waxed Tunic | Fine Wrappings x10, Calloused Leather x8, Grained Leather x1 |
| Hands | Waxed Gauntlets | Fine Wrappings x5, Calloused Leather x4 |
| | Reinforced Waxed Gauntlets | Fine Wrappings x5, Calloused Leather x4, Grained Leather x1 |
| Feet | Waxed Boots | Fine Wrappings x5, Calloused Leather x4 |
| | Reinforced Waxed Boots | Fine Wrappings x5, Calloused Leather x4, Grained Leather x1 |
| Shoulders | Waxed Armbands | Fine Wrappings x10, Calloused Leather x8 |
| | Reinforced Waxed Armbands | Fine Wrappings x10, Calloused Leather x8, Grained Leather x1 |
| Belt | Waxed Girdle | Fine Wrappings x10, Calloused Leather x8 |
| | Reinforced Waxed Girdle | Fine Wrappings x10, Calloused Leather x8, Grained Leather x1 |
| Wrists | Waxed Bracers | Fine Wrappings x5, Calloused Leather x4 |
| | Reinforced Waxed Bracers | Fine Wrappings x5, Calloused Leather x4, Grained Leather x1 |
| Legs | Waxed Tasset | Fine Wrappings x10, Calloused Leather x8 |
| | Reinforced Waxed Tasset | Fine Wrappings x10, Calloused Leather x8, Grained Leather x1 |

## Long Moonsteel-studded Set

| Slot | Name | Components |
|---|---|---|
| Head | Moonsteel-studded Helm | Artisan's Medium Armorkit x8, Iron x3, Electrum x3, Calloused Leather x3 |
| | Sunsteel-studded Helm | Artisan's Medium Armorkit x8, Iron x3, Electrum x3, Calloused Leather x3, Grained Leather x1 |
| Chest | Moonsteel-studded Tunic | Artisan's Medium Armorkit x12, Iron x6, Electrum x6, Calloused Leather x10 |
| | Sunsteel-studded Tunic | Artisan's Medium Armorkit x12, Iron x6, Electrum x6, Calloused Leather x10, Grained Leather x1 |
| Hands | Moonsteel-studded Gauntlets | Artisan's Medium Armorkit x8, Iron x3, Electrum x3, Calloused Leather x3 |
| | Sunsteel-studded Gauntlets | Artisan's Medium Armorkit x8, Iron x3, Electrum x3, Calloused Leather x3, Grained Leather x1 |
| Feet | Moonsteel-studded Boots | Artisan's Medium Armorkit x8, Iron x3, Electrum x3, Calloused Leather x3 |
| | Sunsteel-studded Boots | Artisan's Medium Armorkit x8, Iron x3, Electrum x3, Calloused Leather x3, Grained Leather x1 |
| Shoulders | Moonsteel-studded Armbands | Artisan's Medium Armorkit x12, Iron x6, Electrum x6, Calloused Leather x10 |
| | Sunsteel-studded Armbands | Artisan's Medium Armorkit x12, Iron x6, Electrum x6, Calloused Leather x10, Grained Leather x1 |
| Belt | Moonsteel-studded Girdle | Artisan's Medium Armorkit x12, Iron x6, Electrum x6, Calloused Leather x10 |
| | Sunsteel-studded Girdle | Artisan's Medium Armorkit x12, Iron x6, Electrum x6, Calloused Leather x10, Grained Leather x1 |
| Wrists | Moonsteel-studded Bracers | Artisan's Medium Armorkit x8, Iron x3, Electrum x3, Calloused Leather x3 |
| | Sunsteel-studded Bracers | Artisan's Medium Armorkit x8, Iron x3, Electrum x3, Calloused Leather x3, Grained Leather x1 |
| Legs | Moonsteel-studded Tasset | Artisan's Medium Armorkit x12, Iron x6, Electrum x6, Calloused Leather x10 |
| | Sunsteel-studded Tasset | Artisan's Medium Armorkit x12, Iron x6, Electrum x6, Calloused Leather x10, Grained Leather x1 |

## Moonsteel-scaled Set

| Slot | Name | Components |
|---|---|---|
| Head | Moonsteel-scaled Helm | Artisan's Heavy Armorkit x6, Iron x6, Electrum x6 |
| | Sunsteel-scaled Helm | Artisan's Heavy Armorkit x6, Iron x6, Electrum x6, Illustrium x1 |
| Chest | Moonsteel-scaled Hauberk | Artisan's Heavy Armorkit x12, Copper x12, Silver x12 |
| | Sunsteel-scaled Hauberk | Artisan's Heavy Armorkit x12, Copper x12, Silver x12, Illustrium x1 |
| Hands | Moonsteel-scaled Gauntlets | Artisan's Heavy Armorkit x6, Iron x6, Electrum x6 |
| | Sunsteel-scaled Gauntlets | Artisan's Heavy Armorkit x6, Iron x6, Electrum x6, Illustrium x1 |
| Feet | Moonsteel-scaled Boots | Artisan's Heavy Armorkit x6, Iron x6, Electrum x6 |
| | Sunsteel-scaled Boots | Artisan's Heavy Armorkit x6, Iron x6, Electrum x6, Illustrium x1 |
| Shoulders | Moonsteel-scaled Armguards | Artisan's Heavy Armorkit x12, Copper x12, Silver x12 |
| | Sunsteel-scaled Armguards | Artisan's Heavy Armorkit x12, Copper x12, Silver x12, Illustrium x1 |
| Belt | Moonsteel-scaled Girdle | Artisan's Heavy Armorkit x12, Copper x12, Silver x12 |
| | Sunsteel-scaled Girdle | Artisan's Heavy Armorkit x12, Copper x12, Silver x12, Illustrium x1 |
| Wrists | Moonsteel-scaled Vambraces | Artisan's Heavy Armorkit x6, Iron x6, Electrum x6 |
| | Sunsteel-scaled Vambraces | Artisan's Heavy Armorkit x6, Iron x6, Electrum x6, Illustrium x1 |
| Legs | Moonsteel-scaled Tasset | Artisan's Heavy Armorkit x12, Copper x12, Silver x12 |
| | Sunsteel-scaled Tasset | Artisan's Heavy Armorkit x12, Copper x12, Silver x12, Illustrium x1 |

## Moonsteel Full-plate Set

| Slot | Name | Components |
|---|---|---|
| Head | Moonsteel Full-plate Helm | Artisan's Heavy Armorkit x8, Iron x8, Electrum x8 |
| | Sunsteel Full-plate Helm | Artisan's Heavy Armorkit x8, Iron x8, Electrum x8, Aurichalcum x1 |
| Chest | Moonsteel Full-plate Chestguard | Artisan's Heavy Armorkit x14, Iron x12, Electrum x12 |
| | Sunsteel Full-plate Chestguard | Artisan's Heavy Armorkit x14, Iron x12, Electrum x12, Aurichalcum x1 |
| Hands | Moonsteel Full-plate Gauntlets | Artisan's Heavy Armorkit x8, Iron x8, Electrum x8 |
| | Sunsteel Full-plate Gauntlets | Artisan's Heavy Armorkit x8, Iron x8, Electrum x8, Aurichalcum x1 |
| Feet | Moonsteel Full-plate Sabatons | Artisan's Heavy Armorkit x8, Iron x8, Electrum x8 |
| | Sunsteel Full-plate Sabatons | Artisan's Heavy Armorkit x8, Iron x8, Electrum x8, Aurichalcum x1 |
| Shoulders | Moonsteel Full-plate Armguards | Artisan's Heavy Armorkit x14, Iron x12, Electrum x12 |
| | Sunsteel Full-plate Armguards | Artisan's Heavy Armorkit x14, Iron x12, Electrum x12, Aurichalcum x1 |
| Belt | Moonsteel Full-plate Girdle | Artisan's Heavy Armorkit x14, Iron x12, Electrum x12 |
| | Sunsteel Full-plate Girdle | Artisan's Heavy Armorkit x14, Iron x12, Electrum x12, Aurichalcum x1 |
| Wrists | Moonsteel Full-plate Vambraces | Artisan's Heavy Armorkit x8, Iron x8, Electrum x8 |
| | Sunsteel Full-plate Vambraces | Artisan's Heavy Armorkit x8, Iron x8, Electrum x8, Aurichalcum x1 |
| Legs | Moonsteel Full-plate Legguards | Artisan's Heavy Armorkit x14, Iron x12, Electrum x12 |
| | Sunsteel Full-plate Legguards | Artisan's Heavy Armorkit x14, Iron x12, Electrum x12, Aurichalcum x1 |

## Superior Accessories

| Name | Components |
|---|---|
| Heavy Kite Shield | Yew x14, Iron x6, Granite x2 |
| Reinforced Heavy Kite Shield | Yew x14, Iron x6, Granite x2, Amberwood x1 |
| Electrum Braid | Electrum x10 |
| Filigree Electrum Braid | Electrum x10, Illustrium x1 |
| Electrum Necklace | Electrum x10 |
| Filigree Electrum Necklace | Electrum x10, Illustrium x1 |
| Silk Cloak | Rough Linen Thread x6, Silk x8 |
| Fine Silk Cloak | Rough Linen Thread x6, Silk x8, Tussah Silk x1 |

# Armorsmith – Expert

## Ironsilk Set

| Slot | Name | Components |
|---|---|---|
| Head | Ironsilk Circlet | Finely Woven Thread x5, Ironsilk x4 |
| | Fine Ironsilk Circlet | Finely Woven Thread x5, Ironsilk x4, Gossamer Silk x1 |
| Chest | Ironsilk Robe | Finely Woven Thread x10, Ironsilk x8 |
| | Fine Ironsilk Robe | Finely Woven Thread x10, Ironsilk x8, Gossamer Silk x1 |
| Hands | Ironsilk Gloves | Finely Woven Thread x5, Ironsilk x4 |
| | Fine Ironsilk Gloves | Finely Woven Thread x5, Ironsilk x4, Gossamer Silk x1 |
| Feet | Ironsilk Slippers | Finely Woven Thread x5, Ironsilk x4 |
| | Fine Ironsilk Slippers | Finely Woven Thread x5, Ironsilk x4, Gossamer Silk x1 |
| Shoulders | Ironsilk Armbands | Finely Woven Thread x10, Ironsilk x8 |
| | Fine Ironsilk Armbands | Finely Woven Thread x10, Ironsilk x8, Gossamer Silk x1 |
| Belt | Ironsilk Sash | Finely Woven Thread x10, Ironsilk x8 |
| | Fine Ironsilk Sash | Finely Woven Thread x10, Ironsilk x8, Gossamer Silk x1 |
| Wrists | Ironsilk Wristbands | Finely Woven Thread x5, Ironsilk x4 |
| | Fine Ironsilk Wristbands | Finely Woven Thread x5, Ironsilk x4, Gossamer Silk x1 |
| Legs | Ironsilk Pants | Finely Woven Thread x10, Ironsilk x8 |
| | Fine Ironsilk Pants | Finely Woven Thread x10, Ironsilk x8, Gossamer Silk x1 |

## Short Oiled Leather Set

| Slot | Name | Components |
|---|---|---|
| Head | Oiled Cap | Leather Wrappings x5, Gnarled Leather x4 |
| | Reinforced Oiled Cap | Leather Wrappings x5, Gnarled Leather x4, Whorled Leather x1 |
| Chest | Oiled Jerkin | Leather Wrappings x10, Gnarled Leather x8 |
| | Reinforced Oiled Jerkin | Leather Wrappings x10, Gnarled Leather x8, Whorled Leather x1 |
| Hands | Oiled Gloves | Leather Wrappings x5, Gnarled Leather x4 |
| | Reinforced Oiled Gloves | Leather Wrappings x5, Gnarled Leather x4, Whorled Leather x1 |
| Feet | Oiled Shoes | Leather Wrappings x5, Gnarled Leather x4 |
| | Reinforced Oiled Shoes | Leather Wrappings x5, Gnarled Leather x4, Whorled Leather x1 |
| Shoulders | Oiled Brassarts | Leather Wrappings x10, Gnarled Leather x8 |
| | Reinforced Oiled Brassarts | Leather Wrappings x10, Gnarled Leather x8, Whorled Leather x1 |
| Belt | Oiled Belt | Leather Wrappings x10, Gnarled Leather x8 |
| | Reinforced Oiled Belt | Leather Wrappings x10, Gnarled Leather x8, Whorled Leather x1 |
| Wrists | Oiled Wrist-straps | Leather Wrappings x5, Gnarled Leather x4 |
| | Reinforced Oiled Wrist-straps | Leather Wrappings x5, Gnarled Leather x4, Whorled Leather x1 |
| Legs | Oiled Fauld | Leather Wrappings x10, Gnarled Leather x8 |
| | Reinforced Oiled Fauld | Leather Wrappings x10, Gnarled Leather x8, Whorled Leather x1 |

## Assassin Ironsilk Set

| Slot | Name | Components |
|---|---|---|
| Head | Ironsilk Hood | Finely Woven Thread x5, Ironsilk x4 |
| | Fine Ironsilk Hood | Finely Woven Thread x5, Ironsilk x4, Gossamer Silk x1 |
| Chest | Ironsilk Tunic | Finely Woven Thread x10, Ironsilk x8 |
| | Fine Ironsilk Tunic | Finely Woven Thread x10, Ironsilk x8, Gossamer Silk x1 |
| Hands | Ironsilk Mitts | Finely Woven Thread x5, Ironsilk x4 |
| | Fine Ironsilk Mitts | Finely Woven Thread x5, Ironsilk x4, Gossamer Silk x1 |
| Feet | Ironsilk Padsoles | Finely Woven Thread x5, Ironsilk x4 |
| | Fine Ironsilk Padsoles | Finely Woven Thread x5, Ironsilk x4, Gossamer Silk x1 |
| Shoulders | Ironsilk Arm-straps | Finely Woven Thread x10, Ironsilk x8 |
| | Fine Ironsilk Arm-straps | Finely Woven Thread x10, Ironsilk x8, Gossamer Silk x1 |
| Belt | Ironsilk Belt | Finely Woven Thread x10, Ironsilk x8 |
| | Fine Ironsilk Belt | Finely Woven Thread x10, Ironsilk x8, Gossamer Silk x1 |
| Wrists | Ironsilk Bracers | Finely Woven Thread x5, Ironsilk x4 |
| | Fine Ironsilk Bracers | Finely Woven Thread x5, Ironsilk x4, Gossamer Silk x1 |
| Legs | Ironsilk Leggings | Finely Woven Thread x10, Ironsilk x8 |
| | Fine Ironsilk Leggings | Finely Woven Thread x10, Ironsilk x8, Gossamer Silk x1 |

## Short Skymetal-studded Set

| Slot | Name | Components |
|---|---|---|
| Head | Skymetal-studded Cap | Expert's Medium Armorkit x8, Duskmetal x3, Gold x3, Gnarled Leather x3 |
| | Bluesteel-studded Cap | Expert's Medium Armorkit x8, Duskmetal x3, Gold x3, Gnarled Leather x3, Whorled Leather x1 |
| Chest | Skymetal-studded Jerkin | Expert's Medium Armorkit x12, Duskmetal x6, Gold x6, Gnarled Leather x10 |
| | Bluesteel-studded Jerkin | Expert's Medium Armorkit x12, Duskmetal x6, Gold x6, Gnarled Leather x10, Whorled Leather x1 |
| Hands | Skymetal-studded Gloves | Expert's Medium Armorkit x8, Duskmetal x3, Gold x3, Gnarled Leather x3 |
| | Bluesteel-studded Gloves | Expert's Medium Armorkit x8, Duskmetal x3, Gold x3, Gnarled Leather x3, Whorled Leather x1 |
| Feet | Skymetal-studded Shoes | Expert's Medium Armorkit x8, Duskmetal x3, Gold x3, Gnarled Leather x3 |
| | Bluesteel-studded Shoes | Expert's Medium Armorkit x8, Duskmetal x3, Gold x3, Gnarled Leather x3, Whorled Leather x1 |
| Shoulders | Skymetal-studded Brassarts | Expert's Medium Armorkit x12, Duskmetal x6, Gold x6, Gnarled Leather x10 |
| | Bluesteel-studded Brassarts | Expert's Medium Armorkit x12, Duskmetal x6, Gold x6, Gnarled Leather x10, Whorled Leather x1 |
| Belt | Skymetal-studded Belt | Expert's Medium Armorkit x12, Duskmetal x6, Gold x6, Gnarled Leather x10 |
| | Bluesteel-studded Belt | Expert's Medium Armorkit x12, Duskmetal x6, Gold x6, Gnarled Leather x10, Whorled Leather x1 |
| Wrists | Skymetal-studded Wristbands | Expert's Medium Armorkit x8, Duskmetal x3, Gold x3, Gnarled Leather x3 |
| | Bluesteel-studded Wristbands | Expert's Medium Armorkit x8, Duskmetal x3, Gold x3, Gnarled Leather x3, Whorled Leather x1 |
| Legs | Skymetal-studded Fauld | Expert's Medium Armorkit x12, Duskmetal x6, Gold x6, Gnarled Leather x10 |
| | Bluesteel-studded Fauld | Expert's Medium Armorkit x12, Duskmetal x6, Gold x6, Gnarled Leather x10, Whorled Leather x1 |

## Skymetal-mail Set

| Slot | Name | Components |
|---|---|---|
| Head | Skymetal-mail Helm | Expert's Heavy Armorkit x6, Duskmetal x6, Gold x6 |
| | Bluesteel-mail Helm | Expert's Heavy Armorkit x6, Duskmetal x6, Gold x6, Platinum x1 |
| Chest | Skymetal-mail Hauberk | Expert's Heavy Armorkit x12, Duskmetal x12, Gold x12 |
| | Bluesteel-mail Hauberk | Expert's Heavy Armorkit x12, Duskmetal x12, Gold x12, Platinum x1 |
| Hands | Skymetal-mail Gauntlets | Expert's Heavy Armorkit x6, Duskmetal x6, Gold x6 |
| | Bluesteel-mail Gauntlets | Expert's Heavy Armorkit x6, Duskmetal x6, Gold x6, Platinum x1 |
| Feet | Skymetal-mail Boots | Expert's Heavy Armorkit x6, Duskmetal x6, Gold x6 |
| | Bluesteel-mail Boots | Expert's Heavy Armorkit x6, Duskmetal x6, Gold x6, Platinum x1 |
| Shoulders | Skymetal-mail Armguards | Expert's Heavy Armorkit x12, Duskmetal x12, Gold x12 |
| | Bluesteel-mail Armguards | Expert's Heavy Armorkit x12, Duskmetal x12, Gold x12, Platinum x1 |
| Belt | Skymetal-mail Girdle | Expert's Heavy Armorkit x12, Duskmetal x12, Gold x12 |
| | Bluesteel-mail Girdle | Expert's Heavy Armorkit x12, Duskmetal x12, Gold x12, Platinum x1 |
| Wrists | Skymetal-mail Vambraces | Expert's Heavy Armorkit x6, Duskmetal x6, Gold x6 |
| | Bluesteel-mail Vambraces | Expert's Heavy Armorkit x6, Duskmetal x6, Gold x6, Platinum x1 |
| Legs | Skymetal-mail Tasset | Expert's Heavy Armorkit x12, Duskmetal x12, Gold x12 |
| | Bluesteel-mail Tasset | Expert's Heavy Armorkit x12, Duskmetal x12, Gold x12, Platinum x1 |

## Skymetal Half-plate Set

| Slot | Name | Components |
|---|---|---|
| Head | Skymetal Half-plate Helm | Expert's Heavy Armorkit x8, Duskmetal x8, Gold x8 |
| | Bluesteel Half-plate Helm | Expert's Heavy Armorkit x8, Duskmetal x8, Gold x8, Blue Iron x1 |
| Chest | Skymetal Half-plate Chestguard | Expert's Heavy Armorkit x14, Duskmetal x12, Gold x12 |
| | Bluesteel Half-plate Chestguard | Expert's Heavy Armorkit x14, Duskmetal x12, Gold x12, Blue Iron x1 |
| Hands | Skymetal Half-plate Gauntlets | Expert's Heavy Armorkit x8, Duskmetal x8, Gold x8 |
| | Bluesteel Half-plate Gauntlets | Expert's Heavy Armorkit x8, Duskmetal x8, Gold x8, Blue Iron x1 |
| Feet | Skymetal Half-plate Sabatons | Expert's Heavy Armorkit x8, Duskmetal x8, Gold x8 |
| | Bluesteel Half-plate Sabatons | Expert's Heavy Armorkit x8, Duskmetal x8, Gold x8, Blue Iron x1 |
| Shoulders | Skymetal Half-plate Armguards | Expert's Heavy Armorkit x14, Duskmetal x12, Gold x12 |
| | Bluesteel Half-plate Armguards | Expert's Heavy Armorkit x14, Duskmetal x12, Gold x12, Blue Iron x1 |
| Belt | Skymetal Half-plate Girdle | Expert's Heavy Armorkit x14, Duskmetal x12, Gold x12 |
| | Bluesteel Half-plate Girdle | Expert's Heavy Armorkit x14, Duskmetal x12, Gold x12, Blue Iron x1 |
| Wrists | Skymetal Half-plate Vambraces | Expert's Heavy Armorkit x8, Duskmetal x8, Gold x8 |
| | Bluesteel Half-plate Vambraces | Expert's Heavy Armorkit x8, Duskmetal x8, Gold x8, Blue Iron x1 |
| Legs | Skymetal Half-plate Legguards | Expert's Heavy Armorkit x14, Duskmetal x12, Gold x12 |
| | Bluesteel Half-plate Legguards | Expert's Heavy Armorkit x14, Duskmetal x12, Gold x12, Blue Iron x1 |

## Exceptional Accessories

| Name | Components |
|---|---|
| Light Scutum | Oak x12, Duskmetal x4, Basalt x2 |
| Reinforced Light Scutum | Oak x14, Duskmetal x6, Basalt x2, Souldwood x1 |
| Gold Ring | Gold x10 |
| Ornate Gold Ring | Gold x10, Platinum x1 |
| Gold Necklace | Gold x10 |
| Ornate Gold Necklace | Gold x10, Platinum x1 |
| Ironsilk Cloak | Finely Woven Thread x6, Ironsilk x8 |
| Fine Ironsilk Cloak | Finely Woven Thread x6, Ironsilk x8, Gossamer Silk x1 |

## Armorsmith - Master

## Steelsilk Set

| Slot | Name | Components |
|---|---|---|
| Head | Steelsilk Circlet | Worm Thread x6, Ironsilk x5 |
| | Fine Steelsilk Circlet | Worm Thread x6, Ironsilk x5, Gossamer Silk x1 |
| Chest | Steelsilk Robe | Worm Thread x10, Ironsilk x8 |
| | Fine Steelsilk Robe | Worm Thread x10, Ironsilk x8, Gossamer Silk x1 |
| Hands | Steelsilk Gloves | Worm Thread x6, Ironsilk x5 |
| | Fine Steelsilk Gloves | Worm Thread x6, Ironsilk x5, Gossamer Silk x1 |
| Feet | Steelsilk Slippers | Worm Thread x6, Ironsilk x5 |
| | Fine Steelsilk Slippers | Worm Thread x6, Ironsilk x5, Gossamer Silk x1 |
| Shoulders | Steelsilk Armbands | Worm Thread x10, Ironsilk x8 |
| | Fine Steelsilk Armbands | Worm Thread x10, Ironsilk x8, Gossamer Silk x1 |
| Belt | Steelsilk Sash | Worm Thread x10, Ironsilk x8 |
| | Fine Steelsilk Sash | Worm Thread x10, Ironsilk x8, Gossamer Silk x1 |
| Wrists | Steelsilk Wristbands | Worm Thread x6, Ironsilk x5 |
| | Fine Steelsilk Wristbands | Worm Thread x6, Ironsilk x5, Gossamer Silk x1 |
| Legs | Steelsilk Pants | Worm Thread x10, Ironsilk x8 |
| | Fine Steelsilk Pants | Worm Thread x10, Ironsilk x8, Gossamer Silk x1 |

## Assassin Steelsilk Set

| Slot | Name | Components |
|---|---|---|
| Head | Steelsilk Hood | Worm Thread x6, Ironsilk x5 |
| | Fine Steelsilk Hood | Worm Thread x6, Ironsilk x5, Gossamer Silk x1 |
| Chest | Steelsilk Tunic | Worm Thread x10, Ironsilk x8 |
| | Fine Steelsilk Tunic | Worm Thread x10, Ironsilk x8, Gossamer Silk x1 |
| Hands | Steelsilk Mitts | Worm Thread x6, Ironsilk x5 |
| | Fine Steelsilk Mitts | Worm Thread x6, Ironsilk x5, Gossamer Silk x1 |
| Feet | Steelsilk Padsoles | Worm Thread x6, Ironsilk x5 |
| | Fine Steelsilk Padsoles | Worm Thread x6, Ironsilk x5, Gossamer Silk x1 |
| Shoulders | Steelsilk Arm-straps | Worm Thread x10, Ironsilk x8 |
| | Fine Steelsilk Arm-straps | Worm Thread x10, Ironsilk x8, Gossamer Silk x1 |
| Belt | Steelsilk Belt | Worm Thread x10, Ironsilk x8 |
| | Fine Steelsilk Belt | Worm Thread x10, Ironsilk x8, Gossamer Silk x1 |
| Wrists | Steelsilk Bracers | Worm Thread x6, Ironsilk x5 |
| | Fine Steelsilk Bracers | Worm Thread x6, Ironsilk x5, Gossamer Silk x1 |
| Legs | Steelsilk Leggings | Worm Thread x10, Ironsilk x8 |
| | Fine Steelsilk Leggings | Worm Thread x10, Ironsilk x8, Gossamer Silk x1 |

## Long Oiled Leather Set

| Slot | Name | Components |
|---|---|---|
| Head | Oiled Helm | Silk Wrappings x6, Gnarled Leather x5 |
| | Reinforced Oiled Helm | Silk Wrappings x6, Gnarled Leather x5, Whorled Leather x1 |
| Chest | Oiled Tunic | Silk Wrappings x10, Gnarled Leather x12 |
| | Reinforced Oiled Tunic | Silk Wrappings x10, Gnarled Leather x12, Whorled Leather x1 |
| Hands | Oiled Gauntlets | Silk Wrappings x6, Gnarled Leather x5 |
| | Reinforced Oiled Gauntlets | Silk Wrappings x6, Gnarled Leather x5, Whorled Leather x1 |
| Feet | Oiled Boots | Silk Wrappings x6, Gnarled Leather x5 |
| | Reinforced Oiled Boots | Silk Wrappings x6, Gnarled Leather x5, Whorled Leather x1 |
| Shoulders | Oiled Armbands | Silk Wrappings x10, Gnarled Leather x12 |
| | Reinforced Oiled Armbands | Silk Wrappings x10, Gnarled Leather x12, Whorled Leather x1 |
| Belt | Oiled Girdle | Silk Wrappings x10, Gnarled Leather x12 |
| | Reinforced Oiled Girdle | Silk Wrappings x10, Gnarled Leather x12, Whorled Leather x1 |
| Wrists | Oiled Bracers | Silk Wrappings x6, Gnarled Leather x5 |
| | Reinforced Oiled Bracers | Silk Wrappings x6, Gnarled Leather x5, Whorled Leather x1 |
| Legs | Oiled Tasset | Silk Wrappings x10, Gnarled Leather x12 |
| | Reinforced Oiled Tasset | Silk Wrappings x10, Gnarled Leather x12, Whorled Leather x1 |

## Long Skymetal-studded Set

| Slot | Name | Components |
|---|---|---|
| Head | Skymetal-studded Helm | Master's Medium Armorkit x8, Duskmetal x3, Gold x3, Gnarled Leather x3 |
| | Bluesteel-studded Helm | Master's Medium Armorkit x8, Duskmetal x3, Gold x3, Gnarled Leather x3, Whorled Leather x1 |
| Chest | Skymetal-studded Tunic | Master's Medium Armorkit x12, Duskmetal x6, Gold x6, Gnarled Leather x10 |
| | Bluesteel-studded Tunic | Master's Medium Armorkit x12, Duskmetal x6, Gold x6, Gnarled Leather x10, Whorled Leather x1 |
| Hands | Skymetal-studded Gauntlets | Master's Medium Armorkit x8, Duskmetal x3, Gold x3, Gnarled Leather x3 |
| | Bluesteel-studded Gauntlets | Master's Medium Armorkit x8, Duskmetal x3, Gold x3, Gnarled Leather x3, Whorled Leather x1 |
| Feet | Skymetal-studded Boots | Master's Medium Armorkit x8, Duskmetal x3, Gold x3, Gnarled Leather x3 |
| | Bluesteel-studded Boots | Master's Medium Armorkit x8, Duskmetal x3, Gold x3, Gnarled Leather x3, Whorled Leather x1 |
| Shoulders | Skymetal-studded Armbands | Master's Medium Armorkit x12, Duskmetal x6, Gold x6, Gnarled Leather x10 |
| | Bluesteel-studded Armbands | Master's Medium Armorkit x12, Duskmetal x6, Gold x6, Gnarled Leather x10, Whorled Leather x1 |
| Belt | Skymetal-studded Girdle | Master's Medium Armorkit x12, Duskmetal x6, Gold x6, Gnarled Leather x10 |
| | Bluesteel-studded Girdle | Master's Medium Armorkit x12, Duskmetal x6, Gold x6, Gnarled Leather x10, Whorled Leather x1 |
| Wrists | Skymetal-studded Bracers | Master's Medium Armorkit x8, Duskmetal x3, Gold x3, Gnarled Leather x3 |
| | Bluesteel-studded Bracers | Master's Medium Armorkit x8, Duskmetal x3, Gold x3, Gnarled Leather x3, Whorled Leather x1 |
| Legs | Skymetal-studded Tasset | Master's Medium Armorkit x12, Duskmetal x6, Gold x6, Gnarled Leather x10 |
| | Bluesteel-studded Tasset | Master's Medium Armorkit x12, Duskmetal x6, Gold x6, Gnarled Leather x10, Whorled Leather x1 |

## Skymetal-scaled Set

| Slot | Name | Components |
|---|---|---|
| Head | Skymetal-scaled Helm | Master's Medium Armorkit x6, Duskmetal x6, Gold x6 |
| | Bluesteel-scaled Helm | Master's Medium Armorkit x6, Duskmetal x6, Gold x6, Platinum x1 |
| Chest | Skymetal-scaled Hauberk | Master's Medium Armorkit x12, Duskmetal x12, Gold x12 |
| | Bluesteel-scaled Hauberk | Master's Medium Armorkit x12, Duskmetal x12, Gold x12, Platinum x1 |
| Hands | Skymetal-scaled Gauntlets | Master's Medium Armorkit x6, Duskmetal x6, Gold x6 |
| | Bluesteel-scaled Gauntlets | Master's Medium Armorkit x6, Duskmetal x6, Gold x6, Platinum x1 |
| Feet | Skymetal-scaled Boots | Master's Medium Armorkit x6, Duskmetal x6, Gold x6 |
| | Bluesteel-scaled Boots | Master's Medium Armorkit x6, Duskmetal x6, Gold x6, Platinum x1 |
| Shoulders | Skymetal-scaled Armguards | Master's Medium Armorkit x12, Duskmetal x12, Gold x12 |
| | Bluesteel-scaled Armguards | Master's Medium Armorkit x12, Duskmetal x12, Gold x12, Platinum x1 |
| Belt | Skymetal-scaled Girdle | Master's Medium Armorkit x12, Duskmetal x12, Gold x12 |
| | Bluesteel-scaled Girdle | Master's Medium Armorkit x12, Duskmetal x12, Gold x12, Platinum x1 |
| Wrists | Skymetal-scaled Vambraces | Master's Medium Armorkit x6, Duskmetal x6, Gold x6 |
| | Bluesteel-scaled Vambraces | Master's Medium Armorkit x6, Duskmetal x6, Gold x6, Platinum x1 |
| Legs | Skymetal-scaled Tasset | Master's Medium Armorkit x12, Duskmetal x12, Gold x12 |
| | Bluesteel-scaled Tasset | Master's Medium Armorkit x12, Duskmetal x12, Gold x12, Platinum x1 |

## Skymetal Full-plate Set

| Slot | Name | Components |
|---|---|---|
| Head | Skymetal Full-plate Helm | Master's Medium Armorkit x8, Duskmetal x8, Gold x8 |
| | Bluesteel Full-plate Helm | Master's Medium Armorkit x8, Duskmetal x8, Gold x8, Blue Iron x1 |
| Chest | Skymetal Full-plate Chestguard | Master's Medium Armorkit x14, Duskmetal x12, Gold x12 |
| | Bluesteel Full-plate Chestguard | Master's Medium Armorkit x14, Duskmetal x12, Gold x12, Blue Iron x1 |
| Hands | Skymetal Full-plate Gauntlets | Master's Medium Armorkit x8, Duskmetal x8, Gold x8 |
| | Bluesteel Full-plate Gauntlets | Master's Medium Armorkit x8, Duskmetal x8, Gold x8, Blue Iron x1 |
| Feet | Skymetal Full-plate Sabatons | Master's Medium Armorkit x8, Duskmetal x8, Gold x8 |
| | Bluesteel Full-plate Sabatons | Master's Medium Armorkit x8, Duskmetal x8, Gold x8, Blue Iron x1 |
| Shoulders | Skymetal Full-plate Armguards | Master's Medium Armorkit x14, Duskmetal x12, Gold x12 |
| | Bluesteel Full-plate Armguards | Master's Medium Armorkit x14, Duskmetal x12, Gold x12, Blue Iron x1 |
| Belt | Skymetal Full-plate Girdle | Master's Medium Armorkit x14, Duskmetal x12, Gold x12 |
| | Bluesteel Full-plate Girdle | Master's Medium Armorkit x14, Duskmetal x12, Gold x12, Blue Iron x1 |
| Wrists | Skymetal Full-plate Vambraces | Master's Medium Armorkit x8, Duskmetal x8, Gold x8 |
| | Bluesteel Full-plate Vambraces | Master's Medium Armorkit x8, Duskmetal x8, Gold x8, Blue Iron x1 |
| Legs | Skymetal Full-plate Legguards | Master's Medium Armorkit x14, Duskmetal x12, Gold x12 |
| | Bluesteel Full-plate Legguards | Master's Medium Armorkit x14, Duskmetal x12, Gold x12, Blue Iron x1 |

## Perfect Accessories

| Name | Components |
|---|---|
| Heavy Scutum | Oak x14, Duskmetal x6, Basalt x4 |
| Reinforced Heavy Scutum | Oak x14, Duskmetal x6, Basalt x4, Souldwood x1 |
| Gold Signet | Gold x12 |
| Filigree Gold Signet | Gold x12, Platinum x1 |
| Gold Carcanet | Gold x12 |
| Filigree Gold Carcanet | Gold x12, Platinum x1 |
| Steelsilk Cloak | Worm Thread x8, Ironsilk x8 |
| Fine Steelsilk Cloak | Worm Thread x8, Ironsilk x8, Gossamer Silk x1 |

# Gemcutting

In the game, raw gems are called either "Uncut," or "Flawless" when discovered. If a gem is uncut, that means only the common cut can be applied. For flawless gems, only the rare cut can be applied. You must use an appropriate level Gemcutting Kit to use the raw gem.

For example, you find a level 80 Golden Beryl in its raw state. The raw gem will be of either common (Uncut) or rare (Flawless) quality. If the gem is common, only a common cut-style can be applied to the gem. Should you wish to place the gem in your Armor, the gem will be cut in the Oblique style, yielding a Focusing Oblique Golden Beryl. If you prefer to place it in your 1H Weapon, the gem will be cut into the Rhombic cut-style, yielding a Focusing Rhombic Golden Beryl. If the Raw Golden Beryl gem is of Flawless gem quality, you can only apply a rare cut-styles to the gem.

## 1H Weapons

| Level 40 - 49 Gem Type | Level 50 - 59 Gem Type | Level 60 - 69 Gem Type | Level 70 - 74Gem Type | Level 75 - 79 Gem Type | Level 80 Gem Type | Common Cut | Rare Cut | Effect Name | Modification Description |
|---|---|---|---|---|---|---|---|---|---|
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | Rhombic | Trillion | Enlightening | Increases the characters Intelligence attribute |
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | Rhombic | Trillion | Sagacious | Increases the characters Wisdom attribute |
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | Rhombic | Trillion | Stupefying | Replenishes a portion the characters Mana on hitting an opponent. The amount of Mana gained is dependent of the amount of damage done. |
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | Rhombic | Trillion | Draining | Replenishes a portion the characters Mana on hitting an opponent with a spell. The amount of Mana gained is dependent of the amount of damage done. |
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | Rhombic | Trillion | Leeching | Replenishes a portion the characters Health on hitting an opponent with a spell. The amount of Health gained is dependent of the amount of damage done. |
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | Rhombic | Trillion | Fatiguing | Replenishes a portion the characters Stamina on hitting an opponent with a spell. The amount of Stamina gained is dependent of the amount of damage done. |
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | Rhombic | Trillion | Frostwrought | Imbues a Physical melee attack with an extra amount of Cold-based damage |
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | Rhombic | Trillion | Glacial | Imbues a Magical attack with an extra amount of Cold-based damage |
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | | Trillion | Gelid | Chance on hitting an opponent to imbue a Physical melee attack with an extra amount of Cold-based damage |
| Carnelian | Tigereye | Chalcedony | Sunstone | Fire Agate | Padparasha | Rhombic | Trillion | Searing | Imbues a Physical melee attack with an extra amount of Fire-based damage |
| Carnelian | Tigereye | Chalcedony | Sunstone | Fire Agate | Padparasha | Rhombic | Trillion | Igneous | Imbues a Magical attack with an extra amount of Fire-based damage |
| Carnelian | Tigereye | Chalcedony | Sunstone | Fire Agate | Padparasha | | Trillion | Flaring | Chance on hitting an opponent to imbue a Physical melee attack with an extra amount of Fire-based damage |
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Rhombic | Trillion | Deft | Increases the characters Dexterity attribute |
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Rhombic | Trillion | Frenzied | Increases the chance to get an attack with the off-hand weapon |
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Rhombic | Trillion | Enfeebling | Replenishes a portion the characters Stamina on hitting an opponent. The amount of Stamina gained is dependent of the amount of damage done. |
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Rhombic | Trillion | Panoptic | Increases the amount of Melee-based damage a character does. |
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Rhombic | Trillion | Puncturing | Increases the amount of Piercing-based damage a character does. |

# 1H Weapons

| Level 40 - 49 Gem Type | Level 50 - 59 Gem Type | Level 60 - 69 Gem Type | Level 70 - 74Gem Type | Level 75 - 79 Gem Type | Level 80 Gem Type | Common Cut | Rare Cut | Effect Name | Modification Description |
|---|---|---|---|---|---|---|---|---|---|
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Rhombic | Trillion | Brutal | Increases the likelyhood of a Fatality-effect occuring |
| Citrine | Chrysoberyl | Sagenite | Topaz | Heliodor | Golden Beryl | Rhombic | Trillion | Focusing | Reduces the chance of a spell-cast being interupted if the caster takes damage |
| Citrine | Chrysoberyl | Sagenite | Topaz | Heliodor | Golden Beryl | Rhombic | Trillion | Omnific | Increases the amount of Spell-based damage a character does. |
| Citrine | Chrysoberyl | Sagenite | Topaz | Heliodor | Golden Beryl | Rhombic | Trillion | Blessed | Imbues a Physical melee attack with an extra amount of Holy-based damage |
| Citrine | Chrysoberyl | Sagenite | Topaz | Heliodor | Golden Beryl | Rhombic | Trillion | Sacred | Imbues a Magical attack with an extra amount of Holy-based damage |
| Citrine | Chrysoberyl | Sagenite | Topaz | Heliodor | Golden Beryl | | Trillion | Wrathful | Chance on hitting an opponent to imbue a Physical melee attack with an extra amount of Holy-based damage |
| Obsidian | Onyx | Jet | Black Jasper | Nightstar | Black Diamond | Rhombic | Trillion | Noxious | Imbues a Physical melee attack with an extra amount of Poison-based damage |
| Obsidian | Onyx | Jet | Black Jasper | Nightstar | Black Diamond | Rhombic | Trillion | Malefic | Imbues a Physical melee attack with an extra amount of Unholy-based damage |
| Obsidian | Onyx | Jet | Black Jasper | Nightstar | Black Diamond | Rhombic | Trillion | Baneful | Imbues a Magical attack with an extra amount of Unholy-based damage |
| Obsidian | Onyx | Jet | Black Jasper | Nightstar | Black Diamond | | Trillion | Venomous | Chance on hitting an opponent to imbue a Physical melee attack with an extra amount of Poison-based damage |
| Obsidian | Onyx | Jet | Black Jasper | Nightstar | Black Diamond | | Trillion | Defiling | Chance on hitting an opponent to imbue a Physical melee attack with an extra amount of Unholy-based damage |
| Quartz | Zircon | Moonstone | Achroite | White Opal | Diamond | Rhombic | Trillion | Stormforged | Imbues a Physical melee attack with an extra amount of Electrical-based damage |
| Quartz | Zircon | Moonstone | Achroite | White Opal | Diamond | Rhombic | Trillion | Tempestuous | Imbues a Magical attack with an extra amount of Electrical-based damage |
| Quartz | Zircon | Moonstone | Achroite | White Opal | Diamond | | Trillion | Arcing | Chance on hitting an opponent to imbue a Physical melee attack with an extra amount of Electrical-based damage |
| Rose Quartz | Iolite | Amethyst | Duskstone | Royal Azel | Tyrian Sapphire | Rhombic | Trillion | Vexing | Increases the amount of Threat a character generates when using the Taunt skill |
| Rose Quartz | Iolite | Amethyst | Duskstone | Royal Azel | Tyrian Sapphire | Rhombic | Trillion | Mocking | Increases the amount of Threat a character generates when they damage an opponent |
| Spinel | Jasper | Garnet | Blood Opal | Ruby | Star Ruby | Rhombic | Trillion | Mighty | Increases the characters Strength attribute |
| Spinel | Jasper | Garnet | Blood Opal | Ruby | Star Ruby | Rhombic | Trillion | Exsanguinating | Replenishes a portion the characters Health on hitting an opponent. The amount of Health gained is dependent of the amount of damage done. |
| Spinel | Jasper | Garnet | Blood Opal | Ruby | Star Ruby | Rhombic | Trillion | Destructive | Increases the amount of Crushing-based damage a character does. |
| Spinel | Jasper | Garnet | Blood Opal | Ruby | Star Ruby | Rhombic | Trillion | Eviscerating | Increases the amount of Slashing-based damage a character does. |
| Spinel | Jasper | Garnet | Blood Opal | Ruby | Star Ruby | | Trillion | Destructive | Chance on hitting an opponent to imbue a Physical melee attack with an extra amount of Crushing-damage |
| Spinel | Jasper | Garnet | Blood Opal | Ruby | Star Ruby | | Trillion | Rending | Chance on hitting an opponent to imbue a Physical melee attack with an extra amount of Slashing-damage, along with a Damage-Over-Time Bleed effect |
| Spinel | Jasper | Garnet | Blood Opal | Ruby | Star Ruby | | Trillion | Rupturing | Chance on hitting an opponent to imbue a Physical melee attack with a Damage-Over-Time Bleed effect |

## 2H Weapons

| Level 40 - 49 Gem Type | Level 50 - 59 Gem Type | Level 60 - 69 Gem Type | Level 70 - 74 Gem Type | Level 75 - 79 Gem Type | Level 80 Gem Type | Common Cut | Rare Cut | Effect Name | Modification Description |
|---|---|---|---|---|---|---|---|---|---|
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | Oval | Teardrop | Enlightening | Increases the characters Intelligence attribute |
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | Oval | Teardrop | Sagacious | Increases the characters Wisdom attribute |
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | Oval | Teardrop | Stupefying | Replenishes a portion the characters Mana on hitting an opponent. The amount of Mana gained is dependent of the amount of damage done. |
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | Oval | Teardrop | Draining | Replenishes a portion the characters Mana on hitting an opponent with a spell. The amount of Mana gained is dependent of the amount of damage done. |
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | Oval | Teardrop | Leeching | Replenishes a portion the characters Health on hitting an opponent with a spell. The amount of Health gained is dependent of the amount of damage done. |
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | Oval | Teardrop | Fatiguing | Replenishes a portion the characters Stamina on hitting an opponent with a spell. The amount of Stamina gained is dependent of the amount of damage done. |
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | Oval | Teardrop | Frostwrought | Imbues a Physical melee attack with an extra amount of Cold-based damage |
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | Oval | Teardrop | Glacial | Imbues a Magical attack with an extra amount of Cold-based damage |
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | | Teardrop | Gelid | Chance on hitting an opponent to imbue a Physical melee attack with an extra amount of Cold-based damage |
| Carnelian | Tigereye | Chalcedony | Sunstone | Fire Agate | Padparasha | Oval | Teardrop | Searing | Imbues a Physical melee attack with an extra amount of Fire-based damage |
| Carnelian | Tigereye | Chalcedony | Sunstone | Fire Agate | Padparasha | Oval | Teardrop | Igneous | Imbues a Magical attack with an extra amount of Fire-based damage |
| Carnelian | Tigereye | Chalcedony | Sunstone | Fire Agate | Padparasha | | Teardrop | Flaring | Chance on hitting an opponent to imbue a Physical melee attack with an extra amount of Fire-based damage |
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Oval | Teardrop | Deft | Increases the characters Dexterity attribute |
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Oval | Teardrop | Enfeebling | Replenishes a portion the characters Stamina on hitting an opponent. The amount of Stamina gained is dependent of the amount of damage done. |
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Oval | Teardrop | Panoptic | Increases the amount of Melee-based damage a character does. |
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Oval | Teardrop | Puncturing | Increases the amount of Piercing-based damage a character does. |
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Oval | Teardrop | Brutal | Increases the likelyhood of a Fatality-effect occuring |
| Citrine | Chrysoberyl | Sagenite | Topaz | Heliodor | Golden Beryl | Oval | Teardrop | Focusing | Reduces the chance of a spell-cast being interupted if the caster takes damage |
| Citrine | Chrysoberyl | Sagenite | Topaz | Heliodor | Golden Beryl | Oval | Teardrop | Omnific | Increases the amount of Spell-based damage a character does. |
| Citrine | Chrysoberyl | Sagenite | Topaz | Heliodor | Golden Beryl | Oval | Teardrop | Blessed | Imbues a Physical melee attack with an extra amount of Holy-based damage |

## 2H Weapons

| Level 40 - 49 Gem Type | Level 50 - 59 Gem Type | Level 60 - 69 Gem Type | Level 70 - 74 Gem Type | Level 75 - 79 Gem Type | Level 80 Gem Type | Common Cut | Rare Cut | Effect Name | Modification Description |
|---|---|---|---|---|---|---|---|---|---|
| Citrine | Chrysoberyl | Sagenite | Topaz | Heliodor | Golden Beryl | Oval | Teardrop | Sacred | Imbues a Magical attack with an extra amount of Holy-based damage |
| Citrine | Chrysoberyl | Sagenite | Topaz | Heliodor | Golden Beryl | | Teardrop | Wrathful | Chance on hitting an opponent to imbue a Physical melee attack with an extra amount of Holy-based damage |
| Obsidian | Onyx | Jet | Black Jasper | Nightstar | Black Diamond | Oval | Teardrop | Noxious | Imbues a Physical melee attack with an extra amount of Poison-based damage |
| Obsidian | Onyx | Jet | Black Jasper | Nightstar | Black Diamond | Oval | Teardrop | Malefic | Imbues a Physical melee attack with an extra amount of Unholy-based damage |
| Obsidian | Onyx | Jet | Black Jasper | Nightstar | Black Diamond | Oval | Teardrop | Baneful | Imbues a Magical attack with an extra amount of Unholy-based damage |
| Obsidian | Onyx | Jet | Black Jasper | Nightstar | Black Diamond | | Teardrop | Venomous | Chance on hitting an opponent to imbue a Physical melee attack with an extra amount of Poison-based damage |
| Obsidian | Onyx | Jet | Black Jasper | Nightstar | Black Diamond | | Teardrop | Defiling | Chance on hitting an opponent to imbue a Physical melee attack with an extra amount of Unholy-based damage |
| Quartz | Zircon | Moonstone | Achroite | White Opal | Diamond | Oval | Teardrop | Stormforged | Imbues a Physical melee attack with an extra amount of Electrical-based damage |
| Quartz | Zircon | Moonstone | Achroite | White Opal | Diamond | Oval | Teardrop | Tempestuous | Imbues a Magical attack with an extra amount of Electrical-based damage |
| Quartz | Zircon | Moonstone | Achroite | White Opal | Diamond | | Teardrop | Arcing | Chance on hitting an opponent to imbue a Physical melee attack with an extra amount of Electrical-based damage |
| Rose Quartz | Iolite | Amethyst | Duskstone | Royal Azel | Tyrian Sapphire | Oval | Teardrop | Vexing | Increases the amount of Threat a character generates when using the Taunt skill |
| Rose Quartz | Iolite | Amethyst | Duskstone | Royal Azel | Tyrian Sapphire | Oval | Teardrop | Mocking | Increases the amount of Threat a character generates when they damage an opponent |
| Spinel | Jasper | Garnet | Blood Opal | Ruby | Star Ruby | Oval | Teardrop | Mighty | Increases the characters Strength attribute |
| Spinel | Jasper | Garnet | Blood Opal | Ruby | Star Ruby | Oval | Teardrop | Exsanguinating | Replenishes a portion the characters Health on hitting an opponent. The amount of Health gained is dependent of the amount of damage done. |
| Spinel | Jasper | Garnet | Blood Opal | Ruby | Star Ruby | Oval | Teardrop | Destructive | Increases the amount of Crushing-based damage a character does. |
| Spinel | Jasper | Garnet | Blood Opal | Ruby | Star Ruby | Oval | Teardrop | Eviscerating | Increases the amount of Slashing-based damage a character does. |
| Spinel | Jasper | Garnet | Blood Opal | Ruby | Star Ruby | | Teardrop | Destructive | Chance on hitting an opponent to imbue a Physical melee attack with an extra amount of Crushing-damage |
| Spinel | Jasper | Garnet | Blood Opal | Ruby | Star Ruby | | Teardrop | Rending | Chance on hitting an opponent to imbue a Physical melee attack with an extra amount of Slashing-damage, along with a Damage-Over-Time Bleed effect |
| Spinel | Jasper | Garnet | Blood Opal | Ruby | Star Ruby | | Teardrop | Rupturing | Chance on hitting an opponent to imbue a Physical melee attack with a Damage-Over-Time Bleed effect |

# Armor

| Level 40 - 49 Gem Type | Level 50 - 59 Gem Type | Level 60 - 69 Gem Type | Level 70 - 74 Gem Type | Level 75 - 79 Gem Type | Level 80 Gem Type | Effect Name | Common Cut | Rare Cut | Modification Description |
|---|---|---|---|---|---|---|---|---|---|
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | Enlightening | Oblique | Cabochon | Increases the characters Intelligence attribute |
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | Sagacious | Oblique | Cabochon | Increases the characters Wisdom attribute |
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | Imbued | Oblique | Cabochon | Increases the characters maximum amount of Mana |
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | Repletive | Oblique | Cabochon | Improves the rate of a character's Mana regeneration when not in combat |
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | Replenishing | Oblique | Cabochon | Improves the rate of a character's Mana regeneration while in combat |
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | Glacial | Oblique | Cabochon | Augments a characters Cold-based spell-damage |
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | Quenching | Oblique | Cabochon | Reduces the damage a character takes from Fire-based attacks |
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | Negating | Oblique | Cabochon | Increases the chance to completely resist a spell |
| Azurite | Lapis Lazuli | Turquoise | Aquamarine | Sapphire | Star Sapphire | Icy | | Cabochon | Chance, on being hit, to induce a magical shield around the player that causes Cold-based damage to attackers when they hit |
| Carnelian | Tigereye | Chalcedony | Sunstone | Fire Agate | Padparasha | Igneous | Oblique | Cabochon | Augments a characters Fire-based spell-damage |
| Carnelian | Tigereye | Chalcedony | Sunstone | Fire Agate | Padparasha | Algid | Oblique | Cabochon | Reduces the damage a character takes from Cold-based attacks |
| Carnelian | Tigereye | Chalcedony | Sunstone | Fire Agate | Padparasha | Scalding | | Cabochon | Chance, on being hit, to induce a magical shield around the player that causes Fire-based damage to attackers when they hit |
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Deft | Oblique | Cabochon | Increases the characters Dexterity attribute |
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Invigorating | Oblique | Cabochon | Increases the characters maximum amount of Stamina |
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Salubrious | Oblique | Cabochon | Improves the rate of a character's Stamina regeneration when not in combat |
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Rejuvenating | Oblique | Cabochon | Improves the rate of a character's Stamina regeneration while in combat |
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Unyielding | Oblique | Cabochon | Reduces the damage a character takes from Crushing weapons |
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Tenacious | Oblique | Cabochon | Reduces the damage a character takes from Slashing weapons |
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Dense | Oblique | Cabochon | Reduces the damage a character takes from Piercing weapons |
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Evasive | Oblique | Cabochon | Increases the chance to avoid being hit by melee attacks |
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Frenzied | Oblique | Cabochon | Increases the chance to get an attack with the off-hand weapon |
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Thrusting | Oblique | Cabochon | Enhances a characters armour items so they contribute to the accuracy of a Dagger weapon-based attack, increasing its damage |
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Poised | Oblique | Cabochon | Enhances a characters armour items so they contribute to the accuracy of a Bow weapon-based attack, increasing its damage |
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Steady | Oblique | Cabochon | Enhances a characters armour items so they contribute to the accuracy of a Crossbow weapon-based attack, increasing its damage |
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Swift | Oblique | Cabochon | Enhances a characters armour items so they contribute to the accuracy of a Thrown weapon-based attack, increasing its damage |
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Retortive | | Cabochon | Chance, on being hit, to induce a magical shield around the player that causes physical-based damage to attackers when they hit |
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Retributive | | Cabochon | Chance, on being hit, to cause retributive damage the attacker |
| Chrysoprase | Malachite | Peridot | Sphene | Jade | Emerald | Ripping | | Cabochon | Chance, on being hit, to cause retributive damage-over-time to the attacker |
| Citrine | Chrysoberyl | Sagenite | Topaz | Heliodor | Golden Beryl | Focusing | Oblique | Cabochon | Reduces the chance of a spell-cast being interupted if the caster takes damage |
| Citrine | Chrysoberyl | Sagenite | Topaz | Heliodor | Golden Beryl | Merciful | Oblique | Cabochon | Decreases the amount of Threat a character generates when they damage an opponent |

# Armor

| Level 40 - 49 Gem Type | Level 50 - 59 Gem Type | Level 60 - 69 Gem Type | Level 70 - 74 Gem Type | Level 75 - 79 Gem Type | Level 80 Gem Type | Effect Name | Common Cut | Rare Cut | Modification Description |
|---|---|---|---|---|---|---|---|---|---|
| Citrine | Chrysoberyl | Sagenite | Topaz | Heliodor | Golden Beryl | Sacred | Oblique | Cabochon | Augments a characters Holy-based spell-damage |
| Citrine | Chrysoberyl | Sagenite | Topaz | Heliodor | Golden Beryl | Purifying | Oblique | Cabochon | Reduces the damage a character takes from Poison-based attacks |
| Citrine | Chrysoberyl | Sagenite | Topaz | Heliodor | Golden Beryl | Sacrosanct | Oblique | Cabochon | Reduces the damage a character takes from Unholy-based attacks |
| Citrine | Chrysoberyl | Sagenite | Topaz | Heliodor | Golden Beryl | Vengeful | | Cabochon | Chance, on being hit, to induce a magical shield around the player that causes Holy-based damage to attackers when they hit |
| Obsidian | Onyx | Jet | Black Jasper | Nightstar | Black Diamond | Umbral | Oblique | Cabochon | Increases the characters stealthiness |
| Obsidian | Onyx | Jet | Black Jasper | Nightstar | Black Diamond | Baneful | Oblique | Cabochon | Augments a characters Unholy-based spell-damage |
| Obsidian | Onyx | Jet | Black Jasper | Nightstar | Black Diamond | Unhallowed | Oblique | Cabochon | Reduces the damage a character takes from Holy-based attacks |
| Obsidian | Onyx | Jet | Black Jasper | Nightstar | Black Diamond | Envenoming | | Cabochon | Chance, on being hit, to induce a magical shield around the player that causes Poison-based damage to attackers when they hit |
| Obsidian | Onyx | Jet | Black Jasper | Nightstar | Black Diamond | Corruptive | | Cabochon | Chance, on being hit, to induce a magical shield around the player that causes Unholy-based damage to attackers when they hit |
| Quartz | Zircon | Moonstone | Achroite | White Opal | Diamond | Observer's | Oblique | Cabochon | Increases the characters stealth detection |
| Quartz | Zircon | Moonstone | Achroite | White Opal | Diamond | Tempestuous | Oblique | Cabochon | Augments a characters Electrical-based spell-damage |
| Quartz | Zircon | Moonstone | Achroite | White Opal | Diamond | Grounding | Oblique | Cabochon | Reduces the damage a character takes from Electrical-based attacks |
| Quartz | Zircon | Moonstone | Achroite | White Opal | Diamond | Shocking | | Cabochon | Chance, on being hit, to induce a magical shield around the player that causes Electrical-based damage to attackers when they hit |
| Rose Quartz | Iolite | Amethyst | Duskstone | Royal Azel | Tyrian Sapphire | Vexing | Oblique | Cabochon | Increases the amount of Threat a character generates when using the Taunt skill |
| Rose Quartz | Iolite | Amethyst | Duskstone | Royal Azel | Tyrian Sapphire | Mocking | Oblique | Cabochon | Increases the amount of Threat a character generates when they damage an opponent |
| Rose Quartz | Iolite | Amethyst | Duskstone | Royal Azel | Tyrian Sapphire | Immutable | | Cabochon | Mitigates damage taken from all Magical-damage types |
| Rose Quartz | Iolite | Amethyst | Duskstone | Royal Azel | Tyrian Sapphire | Sacrarial | | Cabochon | Chance, on being hit, to induce a magical shield around the player that mitigates Magical-based damage to attackers when they hit |
| Spinel | Jasper | Garnet | Blood Opal | Ruby | Star Ruby | Fortifying | Oblique | Cabochon | Increases the characters Constitution attribute |
| Spinel | Jasper | Garnet | Blood Opal | Ruby | Star Ruby | Mighty | Oblique | Cabochon | Increases the characters Strength attribute |
| Spinel | Jasper | Garnet | Blood Opal | Ruby | Star Ruby | Revitalising | Oblique | Cabochon | Improves the rate of a character's Health regeneration when not in combat |
| Spinel | Jasper | Garnet | Blood Opal | Ruby | Star Ruby | Vitalic | Oblique | Cabochon | Improves the rate of a character's Health regeneration while in combat |
| Spinel | Jasper | Garnet | Blood Opal | Ruby | Star Ruby | Vicious | Oblique | Cabochon | Enhances a characters armour items so they contribute to the accuracy of a 1-Hand Edged weapon-based attack, increasing its damage |
| Spinel | Jasper | Garnet | Blood Opal | Ruby | Star Ruby | Scything | Oblique | Cabochon | Enhances a characters armour items so they contribute to the accuracy of a 2-Hand Edged weapon-based attack, increasing its damage |
| Spinel | Jasper | Garnet | Blood Opal | Ruby | Star Ruby | Thrashing | Oblique | Cabochon | Enhances a characters armour items so they contribute to the accuracy of a 1-Hand Blunt weapon-based attack, increasing its damage |
| Spinel | Jasper | Garnet | Blood Opal | Ruby | Star Ruby | Concussant | Oblique | Cabochon | Enhances a characters armour items so they contribute to the accuracy of a 2-Hand Blunt weapon-based attack, increasing its damage |
| Spinel | Jasper | Garnet | Blood Opal | Ruby | Star Ruby | Violent | Oblique | Cabochon | Enhances a characters armour items so they contribute to the accuracy of a Polearm weapon-based attack, increasing its damage |
| Spinel | Jasper | Garnet | Blood Opal | Ruby | Star Ruby | Inviolate | | Cabochon | Mitigates damage taken from all Physical-damage types |
| Spinel | Jasper | Garnet | Blood Opal | Ruby | Star Ruby | Secular | | Cabochon | Chance, on being hit, to induce a magical shield around the player that mitigates Physical-based damage to attackers when they hit |
| Spinel | Jasper | Garnet | Blood Opal | Ruby | Star Ruby | Pulsing | | Cabochon | Chance, on being hit, to induce a Heal-Over-Time effect on the wearer |

## WEAPONSMITH - NOVICE

| Type | Name | Components |
|---|---|---|
| One-handed Edge | Bloodsilver Khopesh | Simple Short Hilt x1, Copper x4, Silver x4 |
| Two-handed Edge | Bloodsilver Greatsword | Simple Long Hilt x1, Copper x8, Silver x8 |
| One-handed Blunt | Bloodsilver Mace | Simple Short Handle x1, Copper x4, Silver x4 |
| Two-handed Blunt | Bloodsilver Heavy Bludgeon | Simple Long Handle x1, Copper x8, Silver x8 |
| Dagger | Bloodsilver Pugio | Simple Short Hilt x1, Copper x4, Silver x4 |
| Pole Arm | Bloodsilver Awl Pike | Simple Long Handle x1, Copper x8, Silver x8 |
| Bows | Bloodsilver Decurve Bow | Simple Flaxen Bowstring x1, Copper x4, Silver x4, Ash x8 |
| Crossbows | Bloodsilver Decurve Crossbow | Simple Flaxen Bowstring x1, Copper x4, Silver x4, Ash x8 |
| Thrown Light | Bloodsilver Throwing Knife | Simple Short Handle x1, Copper x4, Silver x4 |

## WEAPONSMITH - APPRENTICE

| Type | Name | Components |
|---|---|---|
| One-handed Edge | Bloodsilver Broadsword | Short Ashen Hilt x1, Copper x6, Silver x6 |
| One-handed Edge | Swiftsilver Broadsword | Short Ashen Hilt x1, Copper x6, Silver x6, Tin x1 |
| Two-handed Edge | Bloodsilver Bastardsword | Long Ashen Hilt x1, Copper x12, Silver x12 |
| Two-handed Edge | Swiftsilver Bastardsword | Long Ashen Hilt x1, Copper x12, Silver x12, Tin x1 |
| One-handed Blunt | Bloodsilver Ball Mace | Short Ashen Handle x1, Copper x6, Silver x6 |
| One-handed Blunt | Swiftsilver Ball Mace | Short Ashen Handle x1, Copper x6, Silver x6, Tin x1 |
| Two-handed Blunt | Bloodsilver Great Hammer | Long Ashen Handle x1, Copper x12, Silver x12 |
| Two-handed Blunt | Swiftsilver Great Hammer | Long Ashen Handle x1, Copper x12, Silver x12, Tin x1 |
| Dagger | Bloodsilver Poignard | Short Ashen Hilt x1, Copper x6, Silver x6 |
| Dagger | Swiftsilver Poignard | Short Ashen Hilt x1, Copper x6, Silver x6, Tin x1 |
| Pole Arm | Bloodsilver Partisan | Long Ashen Handle x1, Copper x12, Silver x12 |
| Pole Arm | Swiftsilver Partisan | Long Ashen Handle x1, Copper x12, Silver x12, Tin x1 |
| Bows | Bloodsilver Flat Bow | Basic Flaxen Bowstring x1, Copper x6, Silver x6, Ash x12 |
| Bows | Swiftsilver Flat Bow | Basic Flaxen Bowstring x1, Copper x6, Silver x6, Ash x12, Tin x1 |
| Crossbows | Bloodsilver Heavy Crossbow | Basic Flaxen Bowstring x1, Copper x6, Silver x6, Ash x12 |
| Crossbows | Swiftsilver Heavy Crossbow | Basic Flaxen Bowstring x1, Copper x6, Silver x6, Ash x12, Tin x1 |
| Thrown Light | Bloodsilver Throwing Dagger | Short Ashen Handle x1, Copper x6, Silver x6 |
| Thrown Light | Swiftsilver Throwing Dagger | Short Ashen Handle x1, Copper x6, Silver x6, Tin x1 |

## WEAPONSMITH - ADEPT

| Type | Name | Components |
|---|---|---|
| One-handed Edge | Moonsteel Gladius | Rough Short Yew Hilt x1, Iron x6, Electrum x6 |
| One-handed Edge | Sunsteel Gladius | Rough Short Yew Hilt x1, Iron x6, Electrum x6, Aurichalcum x1 |
| Two-handed Edge | Moonsteel Heavy Falchion | Rough Long Yew Hilt x1, Iron x14, Electrum x14 |
| Two-handed Edge | Sunsteel Heavy Falchion | Rough Long Yew Hilt x1, Iron x14, Electrum x14, Aurichalcum x1 |
| One-handed Blunt | Moonsteel Crowbill | Rough Short Yew Handle x1, Iron x6, Electrum x6 |
| One-handed Blunt | Sunsteel Crowbill | Rough Short Yew Handle x1, Iron x6, Electrum x6, Aurichalcum x1 |
| Two-handed Blunt | Moonsteel War Mace | Rough Long Yew Handle x1, Iron x14, Electrum x14 |
| Two-handed Blunt | Sunsteel War Mace | Rough Long Yew Handle x1, Iron x14, Electrum x14, Aurichalcum x1 |
| Dagger | Moonsteel Katar | Rough Short Yew Hilt x1, Iron x6, Electrum x6 |
| Dagger | Sunsteel Katar | Rough Short Yew Hilt x1, Iron x6, Electrum x6, Aurichalcum x1 |
| Pole Arm | Moonsteel Glaive | Rough Long Yew Handle x1, Iron x14, Electrum x14 |
| Pole Arm | Sunsteel Glaive | Rough Long Yew Handle x1, Iron x14, Electrum x14, Aurichalcum x1 |
| Bows | Moonsteel Recurve Bow | Rough Linen Bowstring x1, Iron x6, Electrum x6, Yew x14 |
| Bows | Sunsteel Recurve Bow | Rough Linen Bowstring x1, Iron x6, Electrum x6, Yew x14, Aurichalcum x1 |
| Crossbows | Moonsteel Recurve Crossbow | Rough Linen Bowstring x1, Iron x6, Electrum x6, Yew x14 |
| Crossbows | Sunsteel Recurve Crossbow | Rough Linen Bowstring x1, Iron x6, Electrum x6, Yew x14, Aurichalcum x1 |
| Thrown Light | Moonsteel Throwing Knife | Rough Short Yew Handle x1, Iron x6, Electrum x6 |
| Thrown Light | Sunsteel Throwing Knife | Rough Short Yew Handle x1, Iron x6, Electrum x6, Aurichalcum x1 |

## WEAPONSMITH - ARTISAN

| Type | Name | Components |
|---|---|---|
| One-handed Edge | Moonsteel Cutlass | Short Alder Hilt x1, Iron x8, Electrum x8 |
| One-handed Edge | Sunsteel Cutlass | Short Alder Hilt x1, Iron x8, Electrum x8, Aurichalcum x1 |
| Two-handed Edge | Moonsteel Claymore | Long Alder Hilt x1, Iron x16, Electrum x16, x |
| Two-handed Edge | Sunsteel Claymore | Long Alder Hilt x1, Iron x16, Electrum x16, Aurichalcum x1 |
| One-handed Blunt | Moonsteel War Hammer | Short Sapwood Handle x1, Iron x8, Electrum x8, x |
| One-handed Blunt | Sunsteel War Hammer | Short Sapwood Handle x1, Iron x8, Electrum x8, Aurichalcum x1 |
| Two-handed Blunt | Moonsteel Lucern Hammer | Long Sapwood Handle x1, Iron x16, Electrum x16, x |
| Two-handed Blunt | Sunsteel Lucern Hammer | Long Sapwood Handle x1, Iron x16, Electrum x16, Aurichalcum x1 |
| Dagger | Moonsteel Kukri | Short Alder Hilt x1, Iron x8, Electrum x8, x |
| Dagger | Sunsteel Kukri | Short Alder Hilt x1, Iron x8, Electrum x8, Aurichalcum x1 |
| Pole Arm | Moonsteel Ranseur | Long Sapwood Handle x1, Iron x16, Electrum x16, x |
| Pole Arm | Sunsteel Ranseur | Long Sapwood Handle x1, Iron x16, Electrum x16, Aurichalcum x1 |
| Bows | Moonsteel Horn Bow | Silk Bowstring x1, Iron x8, Electrum x8, Yew x16 |
| Bows | Sunsteel Horn Bow | Silk Bowstring x1, Iron x8, Electrum x8, Yew x16, Aurichalcum x1 |
| Crossbows | Moonsteel Ratchet Crossbow | Silk Bowstring x1, Iron x8, Electrum x8, Yew x16 |
| Crossbows | Sunsteel Ratchet Crossbow | Silk Bowstring x1, Iron x8, Electrum x8, Yew x16, Aurichalcum x1 |
| Thrown Light | Moonsteel Throwing Dagger | Short Sapwood Handle x1, Iron x8, Electrum x8, x |
| Thrown Light | Sunsteel Throwing Dagger | Short Sapwood Handle x1, Iron x8, Electrum x8, Aurichalcum x1 |

## Weaponsmith - Expert

| Type | Name | Components |
|---|---|---|
| One-handed Edge | Skymetal Shortsword | Short Poplar Hilt x1, Duskmetal x10, Gold x10 |
| One-handed Edge | Bluesteel Shortsword | Short Poplar Hilt x1, Duskmetal x10, Gold x10, Blue Iron x1 |
| Two-handed Edge | Skymetal Bastardsword | Long Poplar Hilt x1, Duskmetal x18, Gold x18 |
| Two-handed Edge | Bluesteel Bastardsword | Long Poplar Hilt x1, Duskmetal x18, Gold x18, Blue Iron x1 |
| One-handed Blunt | Skymetal Flanged Mace | Short Dried Sapwood Handle x1, Duskmetal x10, Gold x10 |
| One-handed Blunt | Bluesteel Mace | Short Dried Sapwood Handle x1, Duskmetal x10, Gold x10, Blue Iron x1 |
| Two-handed Blunt | Skymetal Sledgehammer | Long Dried Sapwood Handle x1, Duskmetal x18, Gold x18 |
| Two-handed Blunt | Bluesteel Sledgehammer | Long Dried Sapwood Handle x1, Duskmetal x18, Gold x18, Blue Iron x1 |
| Dagger | Skymetal Poignard | Short Poplar Hilt x1, Duskmetal x10, Gold x10 |
| Dagger | Bluesteel Poignard | Short Poplar Hilt x1, Duskmetal x10, Gold x10, Blue Iron x1 |
| Pole Arm | Skymetal Bardiche | Long Dried Sapwood Handle x1, Duskmetal x18, Gold x18 |
| Pole Arm | Bluesteel Bardiche | Long Dried Sapwood Handle x1, Duskmetal x18, Gold x18, Blue Iron x1 |
| Bows | Skymetal Reflex Bow | Rawhide Bowstring x1, Duskmetal x10, Gold x10, Oak x18 |
| Bows | Bluesteel Reflex Bow | Rawhide Bowstring x1, Duskmetal x10, Gold x10, Oak x18, Blue Iron x1 |
| Crossbows | Skymetal Reflex Crossbow | Rawhide Bowstring x1, Duskmetal x10, Gold x10, Oak x18 |
| Crossbows | Bluesteel Reflex Crossbow | Rawhide Bowstring x1, Duskmetal x10, Gold x10, Oak x18, Blue Iron x1 |
| Thrown Light | Skymetal Throwing Knife | Short Dried Sapwood Handle x1, Duskmetal x10, Gold x10 |
| Thrown Light | Bluesteel Throwing Knife | Short Dried Sapwood Handle x1, Duskmetal x10, Gold x10, Blue Iron x1 |

## Weaponsmith - Master

| Type | Name | Components |
|---|---|---|
| One-handed Edge | Skymetal Longsword | Short Maple Hilt x1, Duskmetal x12, Gold x12 |
| One-handed Edge | Bluesteel Longsword | Short Maple Hilt x1, Duskmetal x12, Gold x12, Blue Iron x1 |
| Two-handed Edge | Skymetal Claymore | Long Maple Hilt x1, Duskmetal x20, Gold x20 |
| Two-handed Edge | Bluesteel Claymore | Long Maple Hilt x1, Duskmetal x20, Gold x20, Blue Iron x1 |
| One-handed Blunt | Skymetal Spiked Mace | Short Heartwood Handle x1, Duskmetal x12, Gold x12 |
| One-handed Blunt | Bluesteel Spiked Mace | Short Heartwood Handle x1, Duskmetal x12, Gold x12, Blue Iron x1 |
| Two-handed Blunt | Skymetal Heavy War Mace | Long Heartwood Handle x1, Duskmetal x20, Gold x20 |
| Two-handed Blunt | Bluesteel Heavy War Mace | Long Heartwood Handle x1, Duskmetal x20, Gold x20, Blue Iron x1 |
| Dagger | Skymetal Kris | Short Maple Hilt x1, Duskmetal x12, Gold x12 |
| Dagger | Bluesteel Kris | Short Maple Hilt x1, Duskmetal x12, Gold x12, Blue Iron x1 |
| Pole Arm | Skymetal Halberd | Long Heartwood Handle x1, Duskmetal x20, Gold x20 |
| Pole Arm | Bluesteel Halberd | Long Heartwood Handle x1, Duskmetal x20, Gold x20, Blue Iron x1 |
| Bows | Skymetal Battle Bow | Double Rawhide Bowstring x1, Duskmetal x12, Gold x12, Oak x20 |
| Bows | Bluesteel Battle Bow | Double Rawhide Bowstring x1, Duskmetal x12, Gold x12, Oak x20, Blue Iron x1 |
| Crossbows | Skymetal Battle Crossbow | Double Rawhide Bowstring x1, Duskmetal x12, Gold x12, Oak x20 |
| Crossbows | Bluesteel Battle Crossbow | Double Rawhide Bowstring x1, Duskmetal x12, Gold x12, Oak x20, Blue Iron x1 |
| Thrown Light | Skymetal Throwing Dagger | Short Heartwood Handle x1, Duskmetal x12, Gold x12 |
| Thrown Light | Bluesteel Throwing Dagger | Short Heartwood Handle x1, Duskmetal x12, Gold x12, Blue Iron x1 |

# Glossary

Communication often takes place on the go, between casting spells and swinging swords, and the words that appear in your chat box can often seem like a long lost Zingaran dialect. The following is a quick list of some of the most frequent terms and abbreviations used in *Age of Conan*.

| TERM | DEFINITION |
|---|---|
| ADD | AN ENEMY THAT JOINS THE FIGHT UNEXPECTEDLY, IN ADDITION TO WHAT YOU PLANNED TO ENGAGE. |
| AFK | AWAY FROM KEYBOARD. IT IS ALWAYS A GOOD IDEA TO LET YOUR TEAMMATES KNOW IF YOU HAVE TO STEP AWAY FROM THE GAME FOR A MOMENT. |
| AOE | AREA OF EFFECT. SPELL OR ABILITIES THAT AFFECT ALL CREATURES WITHIN A CERTAIN AREA. |
| ARCHETYPE | YOUR CHARACTER TYPE: MAGE, SOLDIER, PRIEST, OR ROGUE. |
| BOSS | AN ENEMY THAT IS MUCH MORE CHALLENGING THAN REGULAR ENEMIES OF THE SAME LEVEL. |
| BUFF | A SPELL OR OTHER ABILITY THAT ENHANCES YOUR CHARACTER IN SOME WAY. |
| CLASS | YOUR CHARACTER'S SPECIALIZATION WITHIN YOUR CHOSEN ARCHETYPE. FOR INSTANCE, CONQUEROR, BEAR SHAMAN, HERALD OF XOTLI, ETC. |
| CROWD CONTROL (CC) | SPELLS OR ABILITIES THAT ALLOW YOU OR YOUR GROUP TO CONTROL HOW MANY MOBS ARE FOUGHT AT ONE TIME. |
| DE-BUFF | A SPELL OR OTHER ABILITY THAT NEGATIVELY AFFECTS YOUR CHARACTER IN SOME WAY. |
| DOT | DAMAGE OVER TIME. A SPELL OR ABILITY THAT CAUSES A CERTAIN AMOUNT OF DAMAGE OVER A SPECIFIED AMOUNT OF TIME. |
| DPS | DAMAGE PER SECOND. ALSO USED TO INDICATE CLASSES OR ABILITIES THAT HAVE A HIGH DAMAGE OUTPUT. |
| EXPERIENCE | A MEASURE OF YOUR CHARACTER'S ACCOMPLISHMENT IN HYBORIA. YOU GAIN EXPERIENCE BY COMPLETING QUESTS AND SLAYING ENEMIES. |
| FOTD | FIELD OF THE DEAD. |
| GANK | TO REPEATEDLY KILL PLAYERS WHO ARE LOWER LEVEL THAN YOU. USUALLY DONE WHEN THE HIGHER LEVEL PLAYER HAS NO ACTUAL SKILL BUT WISHES TO FEEL GOOD ABOUT HIMSELF ANYWAY. |
| GRIND | TO GAIN EXPERIENCE THROUGH KILLING ENEMIES RATHER THAN THROUGH QUESTING. |
| GUI OR UI | GAME USER INTERFACE, OR USER INTERFACE. YOUR UI INCLUDES ALL THE ON SCREEN FUNCTIONS, SUCH AS YOUR MAP AND YOUR HOT BARS, WHICH ALLOW YOU TO INTERACT WITH THE GAME. |
| HOT | HEAL OVER TIME. A SPELL OR ABILITY THAT INCREASES A PLAYER'S HEALTH OVER TIME INSTEAD OF ALL AT ONCE. |
| HOTBAR | THE LINE OF BOXES AT THE BOTTOM OF YOUR SCREEN WHERE YOU CAN PLACE ABILITIES AND SPELLS FOR EASY USE. |
| HOX | HERALD OF XOTLI. |

| TERM | DEFINITION |
|---|---|
| INSTANCE | AN AREA OF THE GAME THAT IS SET UP FOR PRIVATE USE FOR AN INDIVIDUAL OR TEAM. |
| LOOT | COIN, WEAPONS, ARMOR, AND OTHER TREASURE DROPPED BY ENEMIES. |
| LFG | LOOKING FOR GROUP. |
| MINI-BOSS | AN ENEMY THAT PROVIDES A GREATER CHALLENGE THAN REGULAR ENEMIES, BUT NOT AS DIFFICULT AS A BOSS. |
| MINION | A WEAKER ENEMY, ALWAYS EASIER TO DEFEAT THAN REGULAR ENEMIES OF THE SAME LEVEL. |
| NEED BEFORE GREED | WHEN PLAYERS ARE IN A GROUP, THIS LOOTING SYSTEM ALLOWS PLAYERS WHO NEED AN ITEM TO IMPROVE THEIR CHARACTER TO TAKE PRECEDENCE OVER A CHARACTER WHO DOES NOT NEED THE ITEM. |
| NPC | NON-PLAYER CHARACTER. ANY CHARACTER THAT IS CONTROLLED BY THE GAME, NOT BY ANOTHER PLAYER. |
| NUKE | A RANGED SPELL WHICH USUALLY CAUSES A GREAT DEAL OF DAMAGE. |
| OOC | OUT OF CHARACTER. USED TO INDICATE THAT YOU ARE SPEAKING AS THE PLAYER, NOT THE CHARACTER. MOST USEFUL IN ROLEPLAYING ENVIRONMENTS WHEN A DISTINCTION IS NEEDED. |
| OT | OLD TARANTIA. |
| PLAYFIELD | TERM USED FOR DIFFERENT AREAS OF THE GAME. |
| PVE | PLAYER VERSUS ENVIRONMENT. IN PVE PLAY, YOU ARE PITTING YOURSELF AGAINST THE WORLD AROUND YOU, FIGHTING NPC'S AND DOING QUESTS. |
| PVP | PLAYER VERSUS PLAYER. IN PVP PLAY YOU ARE FIGHTING AGAINST OTHER PLAYERS. |
| QUEST | A TASK GIVEN TO YOU BY AN NPC. |
| QUEST HUB | AN AREA CONTAINING A GROUP OF NPC'S THAT GIVE OUT QUESTS. |
| RAID | A LARGER GROUP, CURRENTLY UP TO 24 PLAYERS, SUITABLE FOR TACKLING DIFFICULT DUNGEONS OR ENCOUNTERS. |
| SOLO | PLAYING BY YOURSELF. |
| TEAM | A GROUP OF UP TO FIVE PLAYERS THAT WORK TOGETHER ON THE SAME GOALS, SHARING EXPERIENCE AND LOOT. |
| THREAT | THREAT IS AN INDICATOR OF HOW MUCH AN NPC ENEMY IS LIKELY TO BREAK OFF ITS CURRENT TARGET AND ATTACK YOU. THE HIGHER YOUR THREAT, THE MORE LIKELY THIS IS TO HAPPEN. |
| VENDOR | AN NPC WHO BUYS OR SELLS ITEMS TO PLAYERS. |
| XP | SEE EXPERIENCE. |
| ZONE | SEE PLAYFIELD. |

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At a very impressionable young age I was busy devouring any pulp fantasy fiction I could get my hands on. As entertaining as all these were, none of the rest were ever in the same league as Conan. No other hero and no other world captured my young imagination like the black haired, sullen eyed barbarian as he trod the sands and seas of Hyboria. Everything Conan did was visceral, from the quaffing of ale to the skewering of enemies. And there were women in Hyboria who carried swords, and used them! I couldn't get enough of Valeria, the murderous mercenary, and Belit, the pirate queen of the Black Coast!

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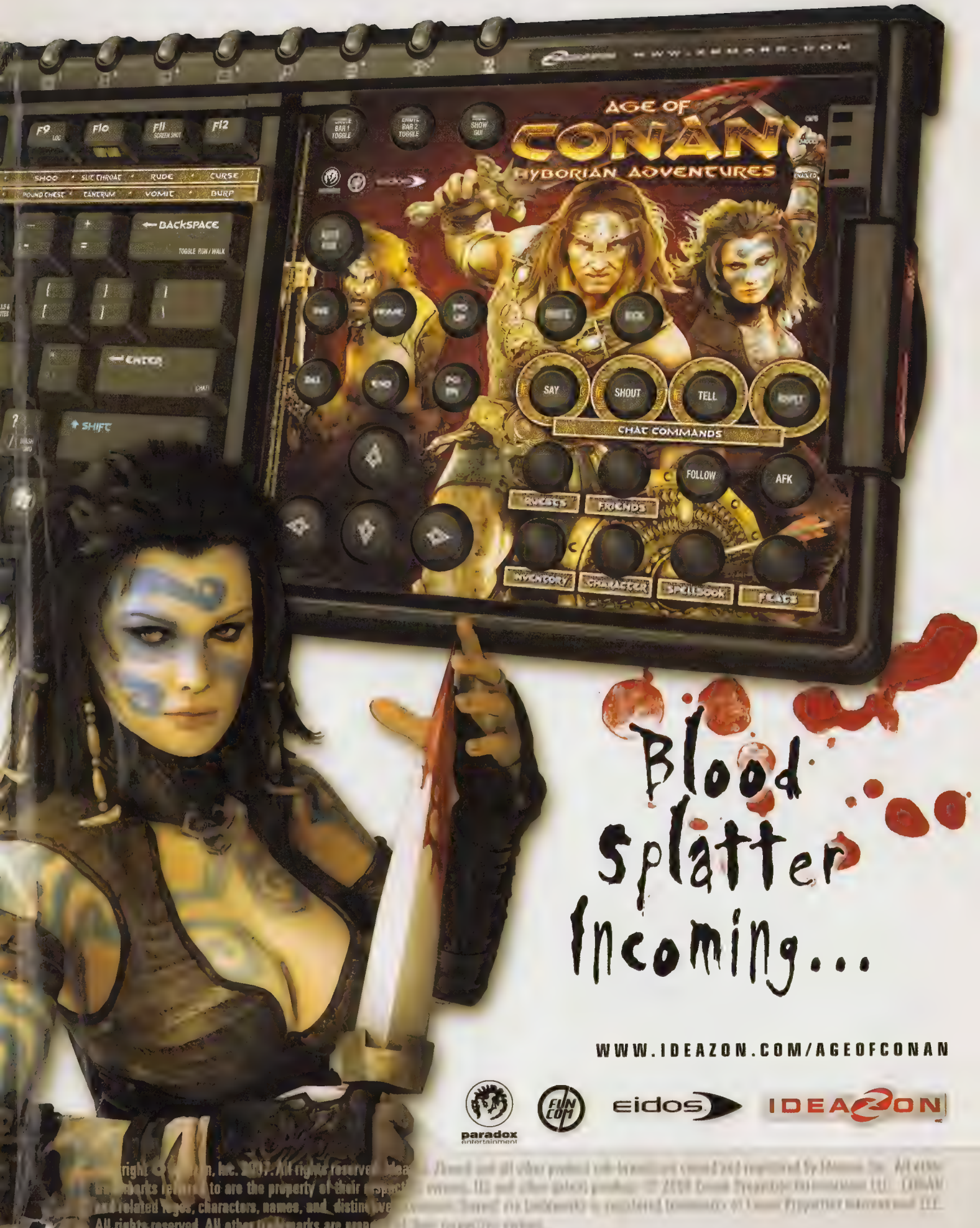


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# AGE OF CONAN® HYBORIAN ADVENTURES

## OFFICIAL STRATEGY GUIDE

Written by Jennifer and Kenny Sims

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